



“Wheels”
1042-245
Final Board



Date 03/04/16

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 03/04/16
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

Storyboard by
Graham Falk &
Charmaine Verhagen

MAR 16 2016

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ADVENTURE TIME



Page 01

Sc. 01

Pnl. A

Bg.

day night



Sc. 01 *cont*

Pnl. B

Bg.

day night



Dialog:

JAKE : YEAH!!! HA HA!

J : Woo-Hoo!

Action:

- RUNNING CYCLE
(JAKE WEARING A RED JACKET)

MAR 18 2016

Timing:

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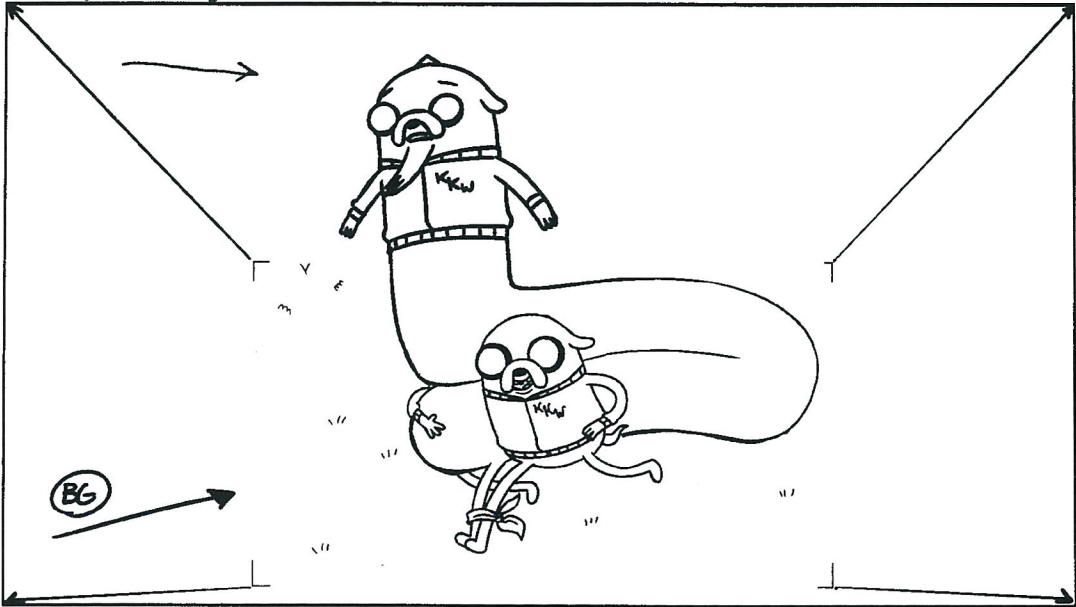
Page 02

Sc. 01 *cont*

Pnl. C

Bg.

day night

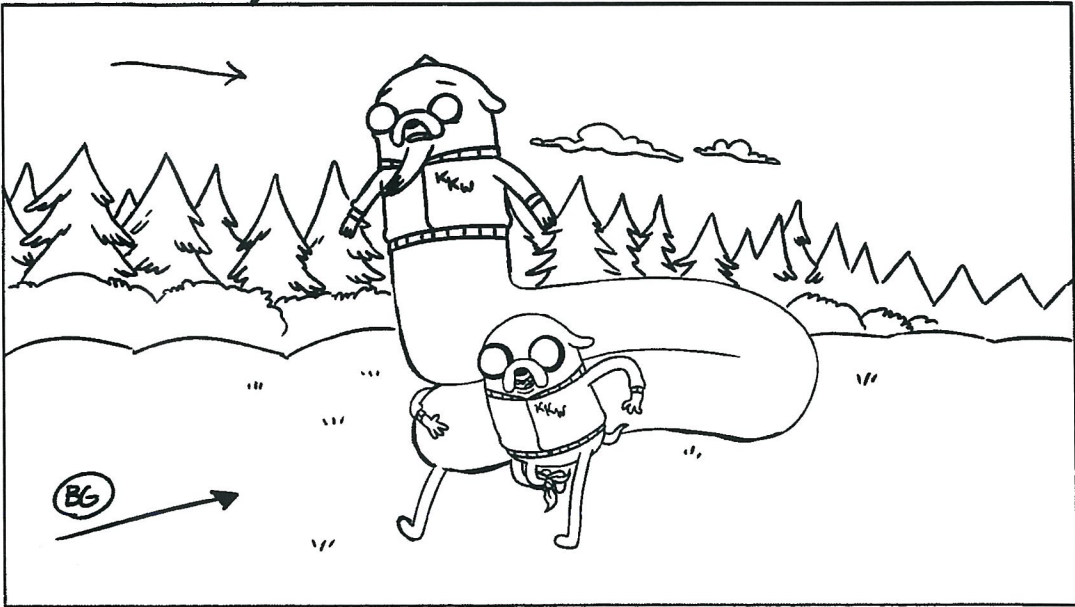


Sc. 01 *cont*

Pnl. D

Bg.

day night



Dialog:

KIM KIL WHAN : (FORCED)
AH HA HA... YES

KKW : THIS IS A HOOT...!

Action:

— TRUCK OUT TO REVEAL KKW + JAKE
IN THREE-LEGGED RACE.

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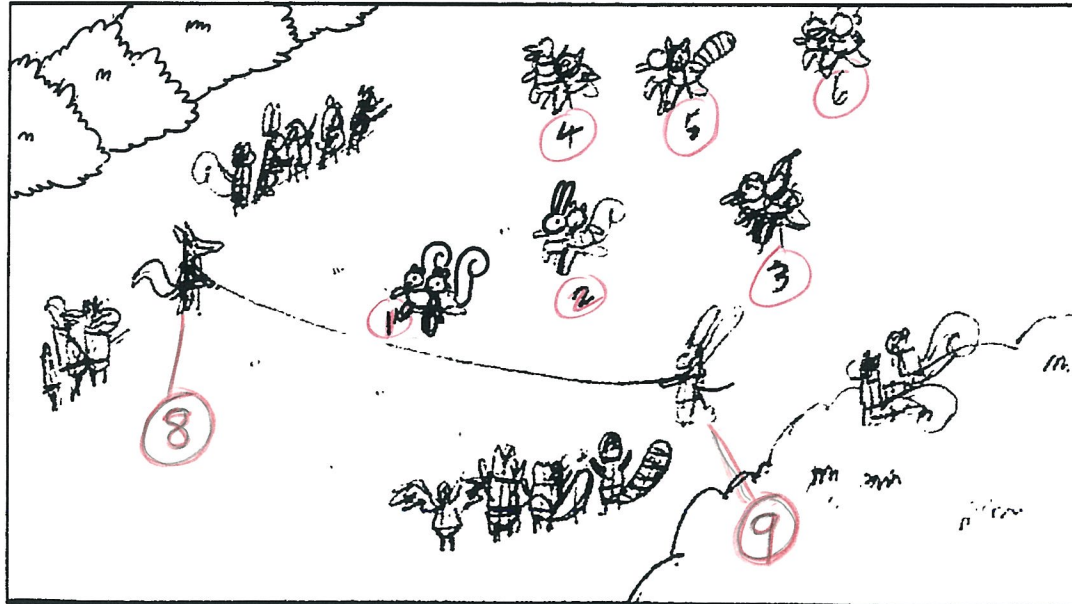


Sc. 02

Pnl. A

Bg.

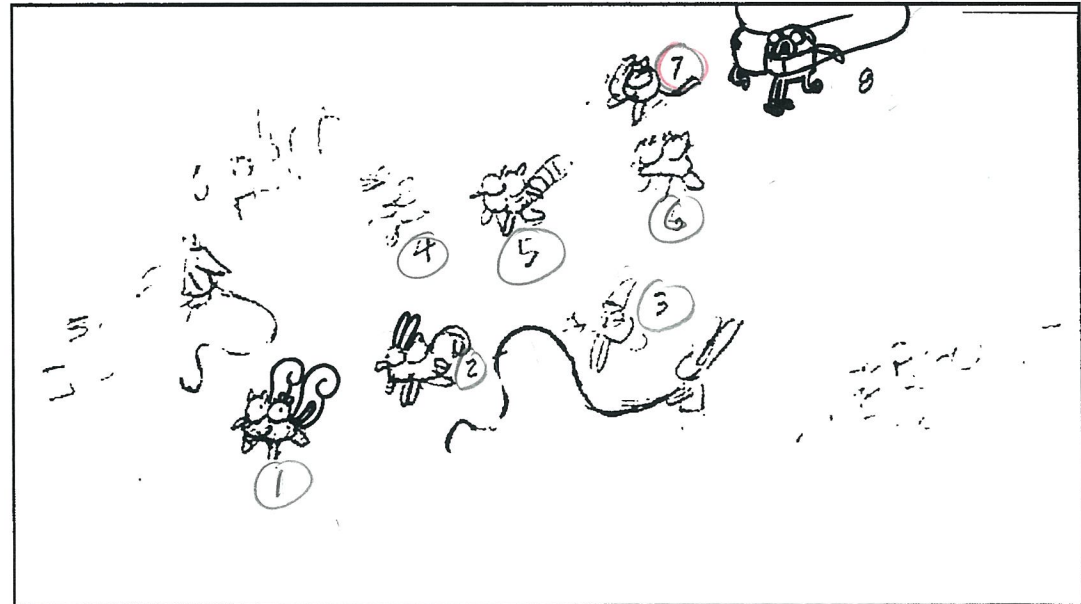
day night



Sc. 02 *cont* Pnl. B

Bg.

day night

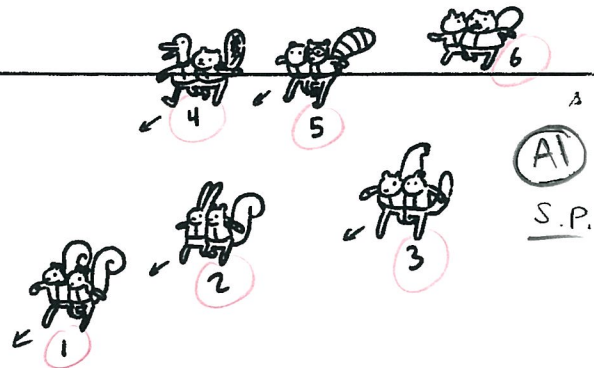


Dialog:

ALL: YAYYY!

J: AND THE WINNER OF THE
THREE-LEGGED RACE IS ...

Action: SEVERAL TEAMS RACING



Timing:

FIRST TEAM BREAKS THROUGH
RED RIBBON

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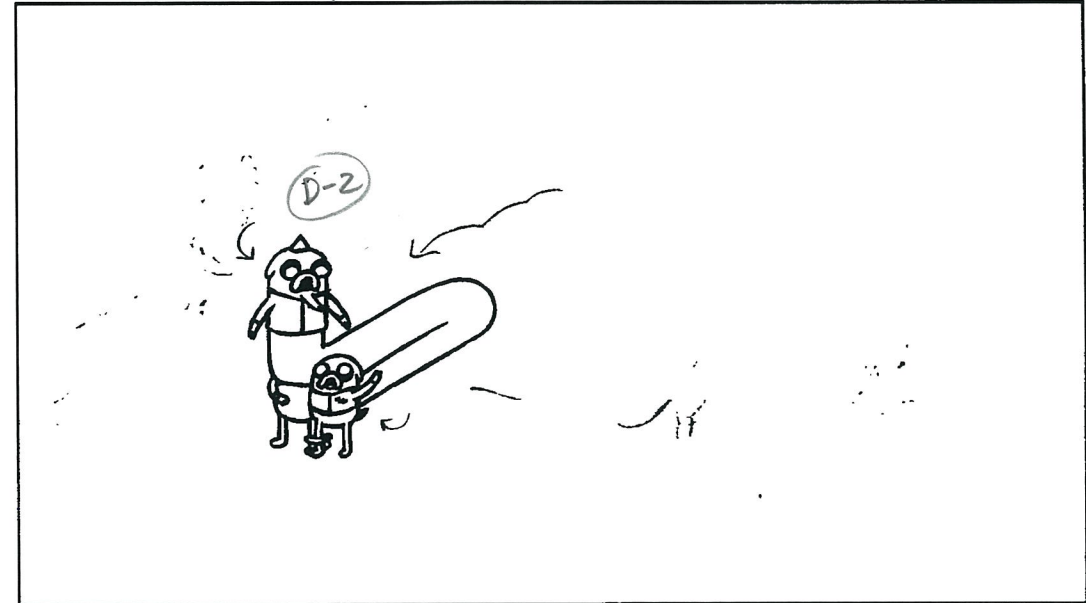
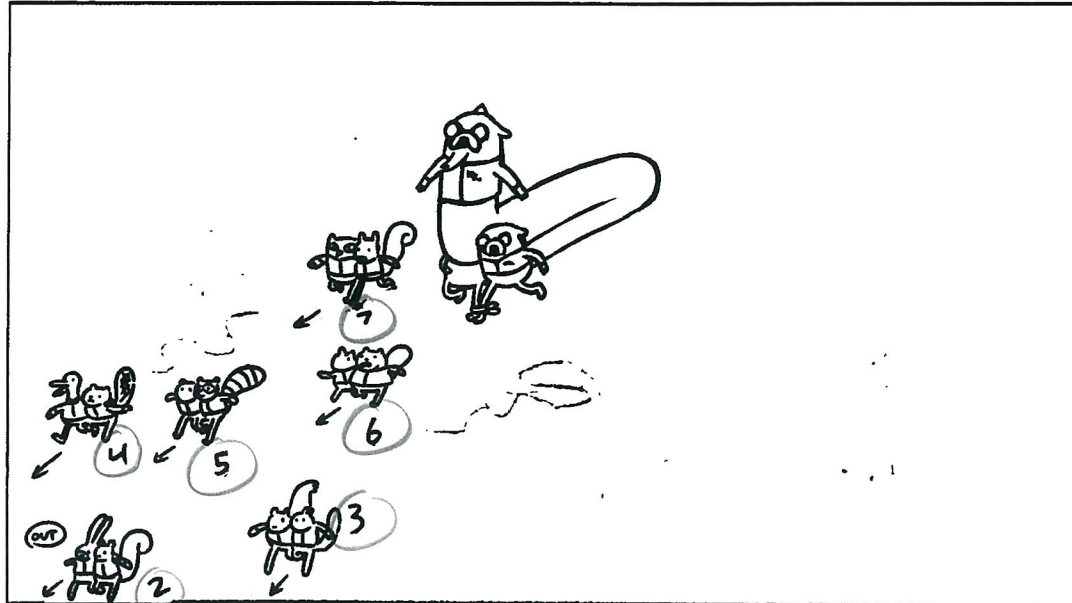
Page 4

Sc. 02 cont Pnl. 00 Bg.

day night

Sc. 02 cont Pnl. D Bg.

day night



Dialog:

,,,

Action:

- JAKE AND BBW IN.
- ALL ANIMAL TEAMS EXIT.



J: ...NOT US, !
- HA HA HA !

JAKE AND BBW STOP.

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5A NEXT

Sc. 03

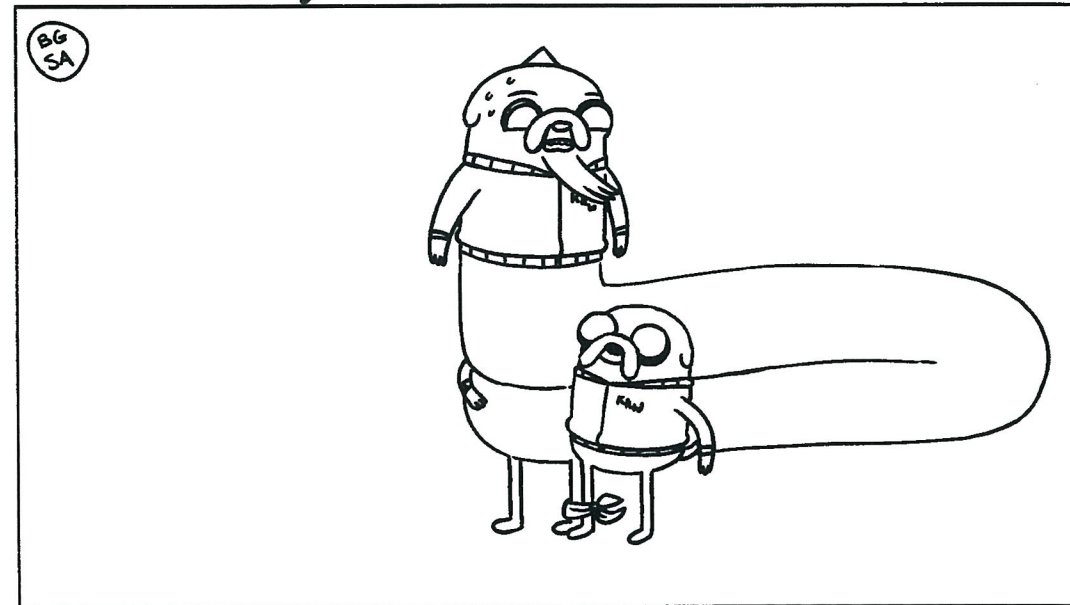
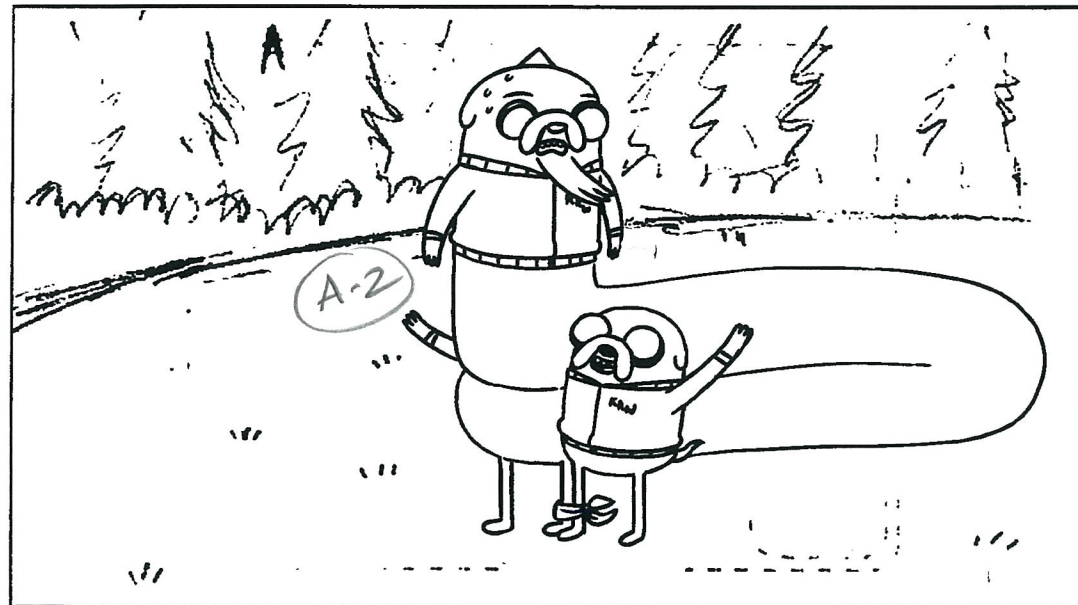
Pnl. A

Bg.

day night

Sc. 03 *CONT* Pnl. B

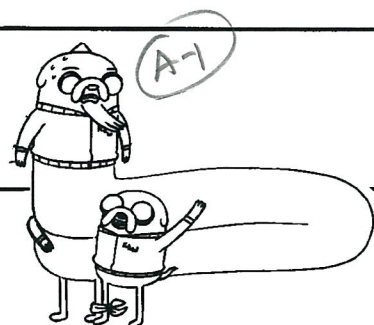
Bg.



Dialog: ① BUT WE RAN A FAIR RACE, KIM KIL WHAN!

(KKW) (BREATHLESS) Yes...!quite HEH HEH...

Action:



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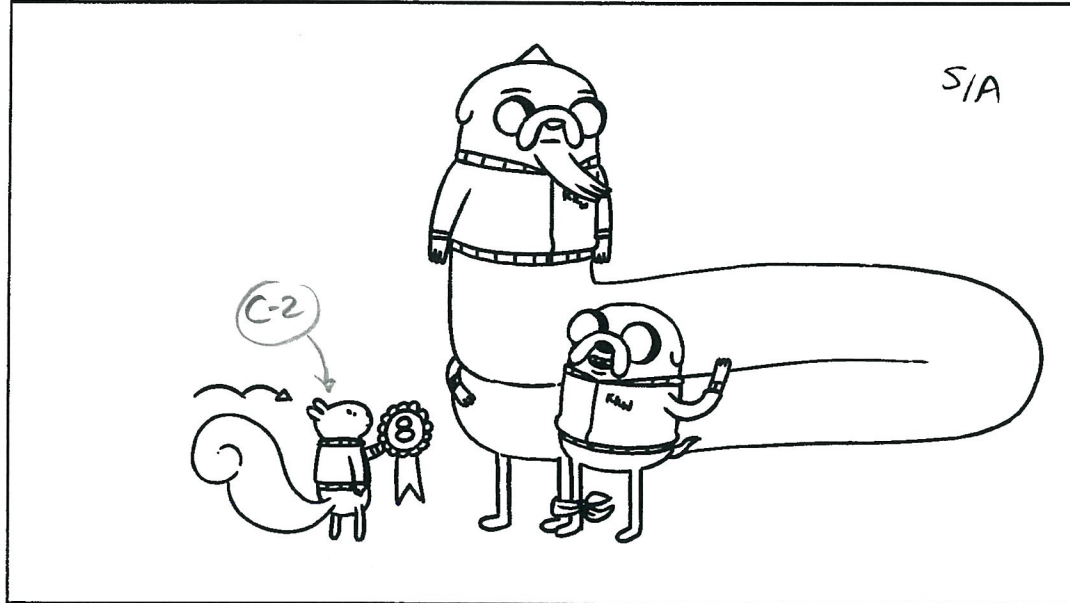
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ADVENTURE TIME

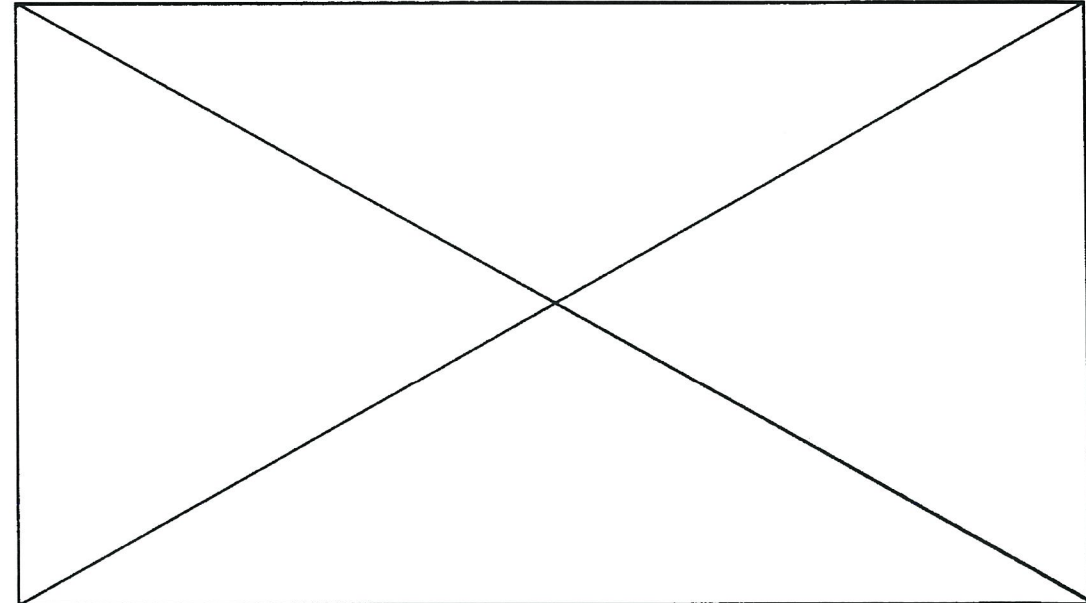


Page Q 5A

Sc. 03 cont Pnl. C Bg. day night



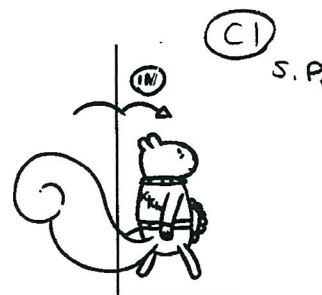
Sc. Pnl. Bg. day night



Dialog: U: OF COURSE --

Action: - A SQUIRREL WALKS IN CARRYING AN AWARD RIBBON.

Timing:



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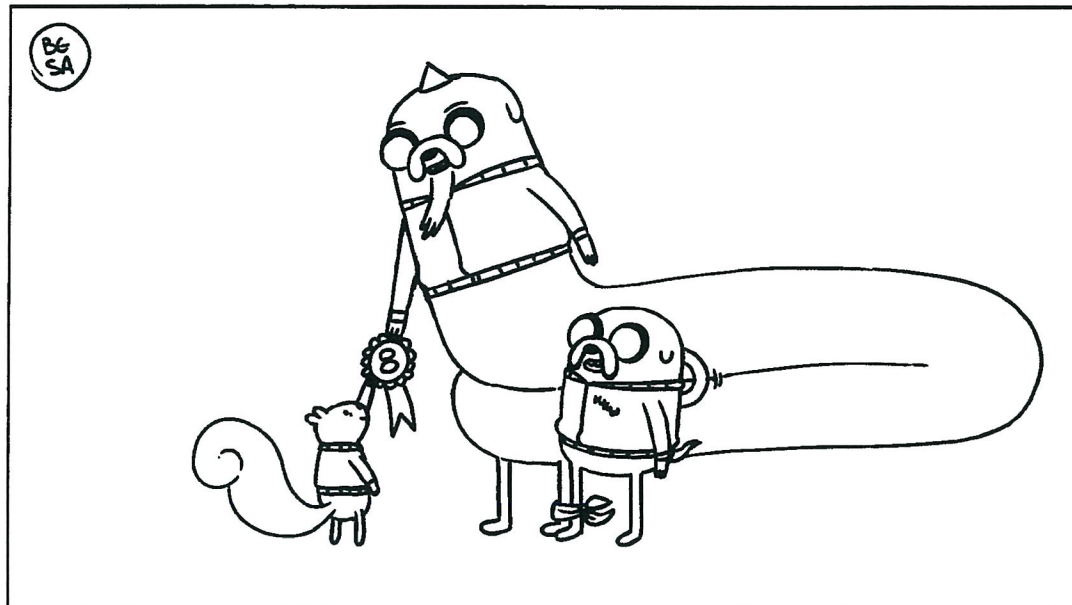
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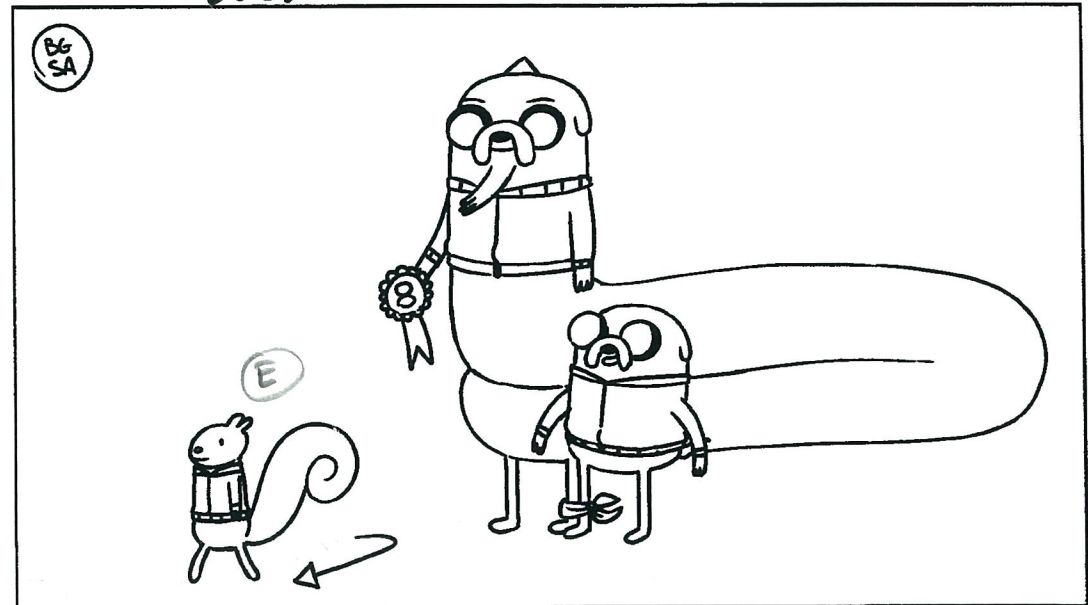



Page 06

Sc. 03 *cont* Pnl. D Bg. day night



Sc. 03 *cont* Pnl. E Bg. day night



Dialog:	J: .. WE COULD HAVE ..	J: <u>MURDERED THEM</u> , BUT ..
Action:	- KKW TAKES THE AWARD RIBBON.	- SQUIRREL EXITS
Timing:		MAR 16 2016

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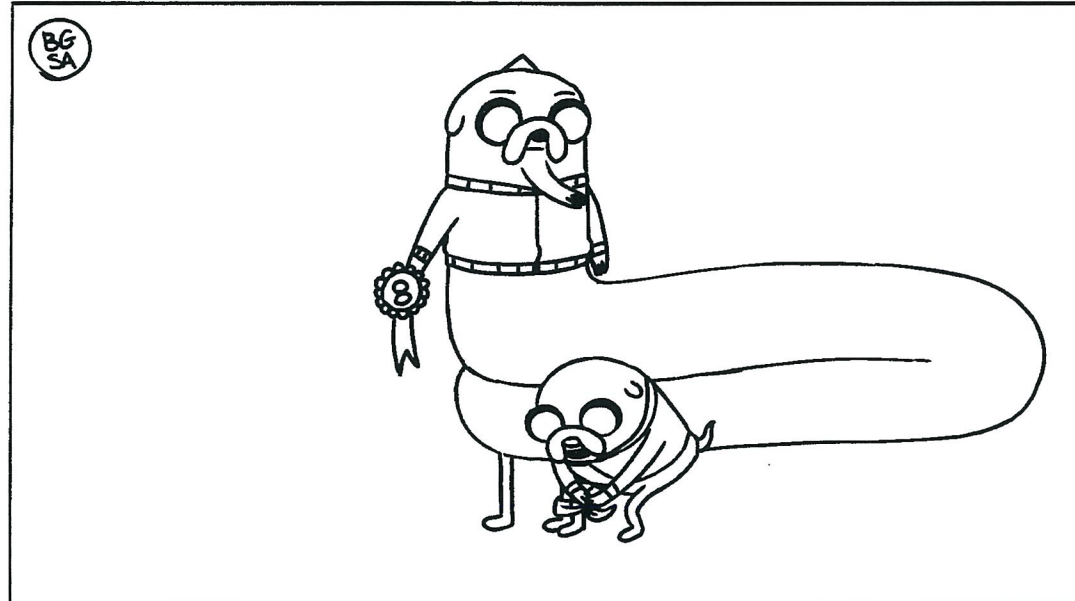
Production :

ADVENTURE TIME

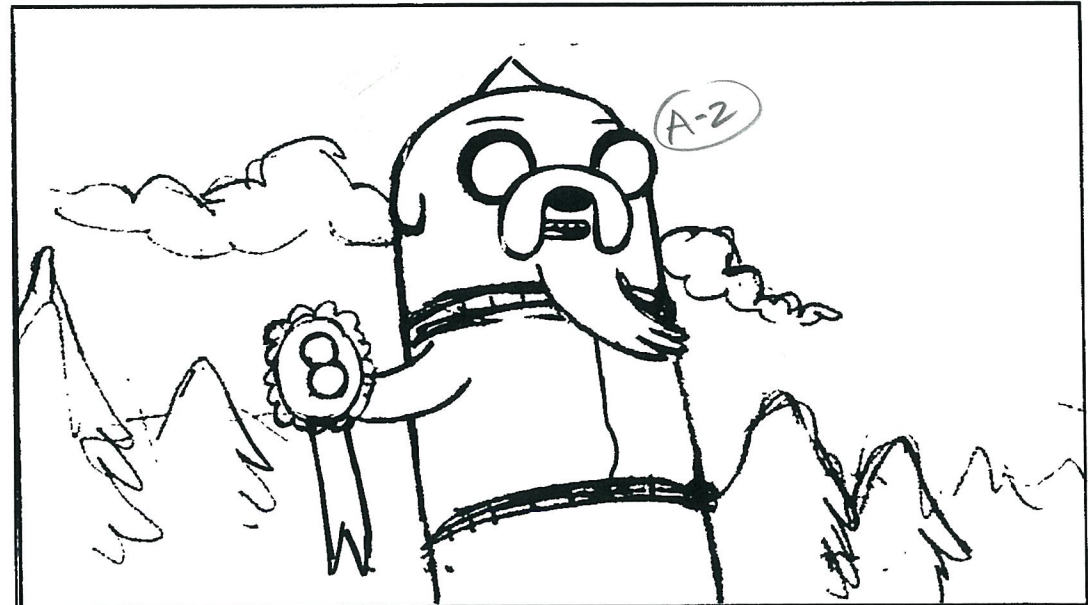


Page 7

Sc. 3 *cont* Pnl. F Bg. day night



Sc. 4 Pnl. A Bg. day night



Dialog:

(J) I WAS HOLDING BACK.

(KKW) I'M GLAD YOU DIDN'T...

Action:

(JAKE IS UNTYING SCARF)

Timing:



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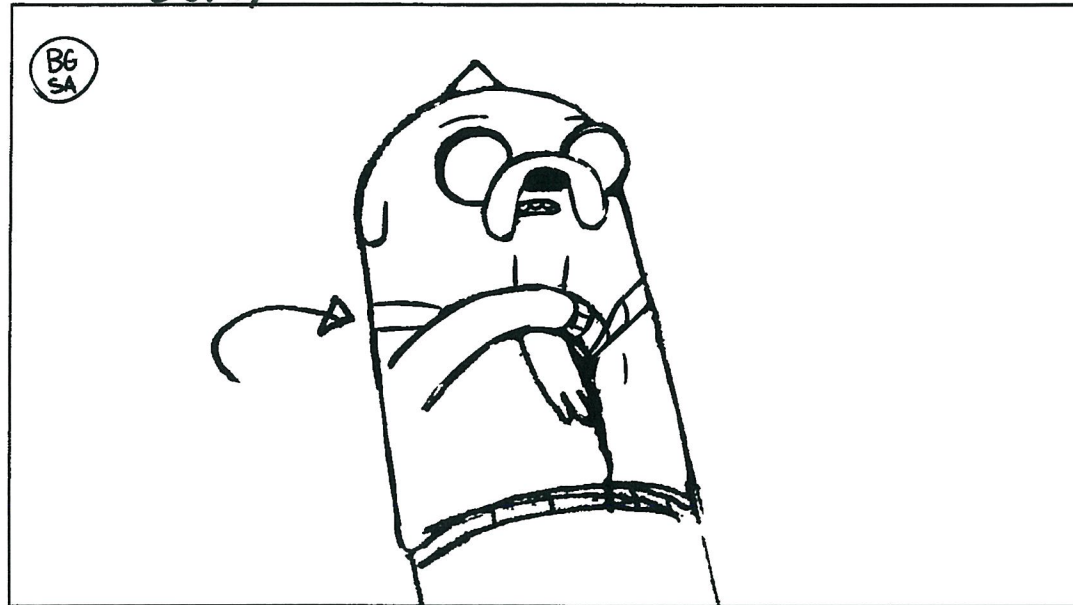
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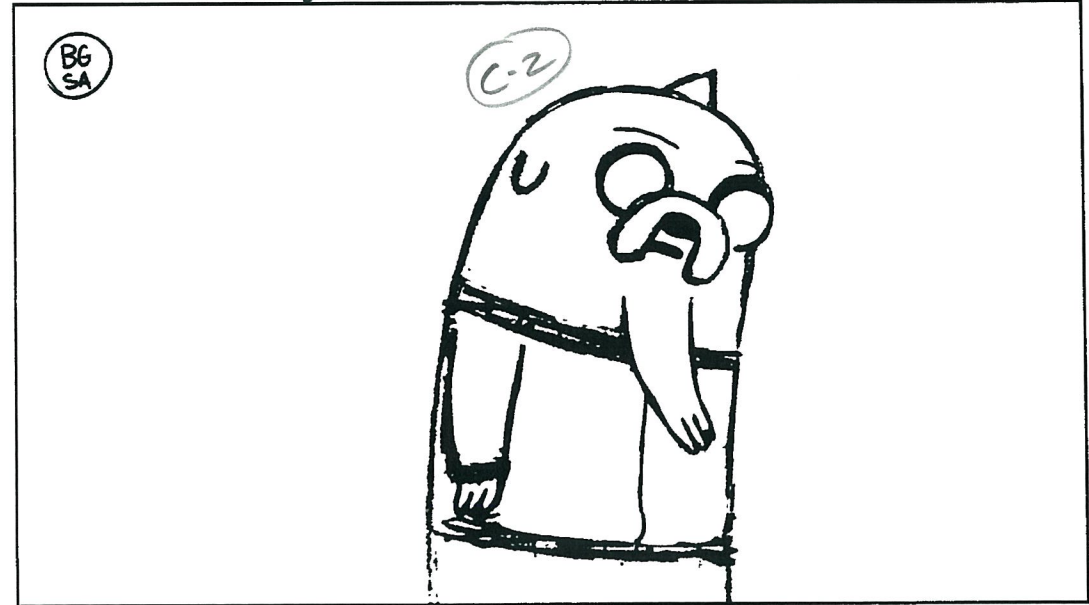


Page 08

Sc. 04 *CONT* Pnl. B Bg. day night



Sc. 04 *CONT* Pnl. C Bg. day night



Dialog:

KKW: -- SHOW OFF, DAD.

KKW: THANKS.

Action: — KKW PUTS THE RIBBON INTO HIS INSIDE POCKET.

Timing:



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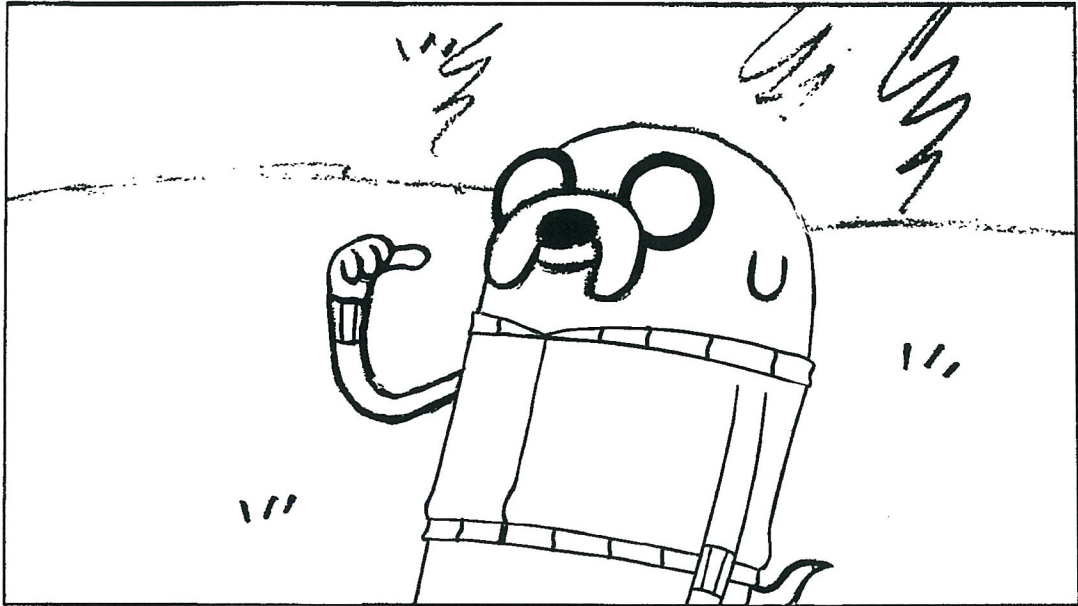
Page 09

Sc. 05

Pnl. A

Bg.

day night



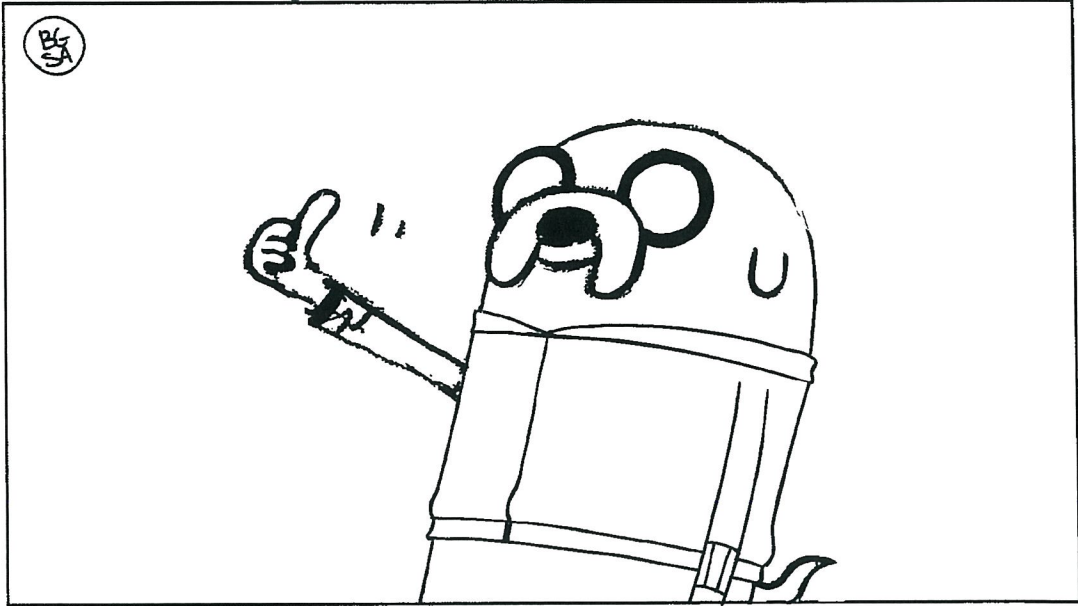
Sc. 05

CONT

Pnl. B

Bg.

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Dialog:

Action:

- THUMBS UP,

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Timing:

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Sc. 06

Pnl. A

Bg.

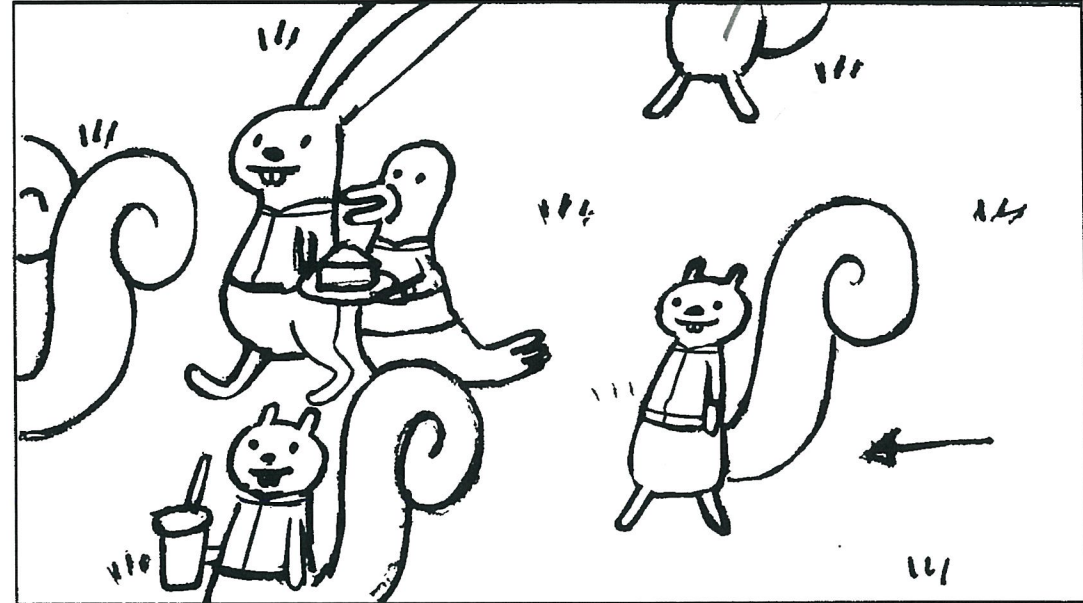
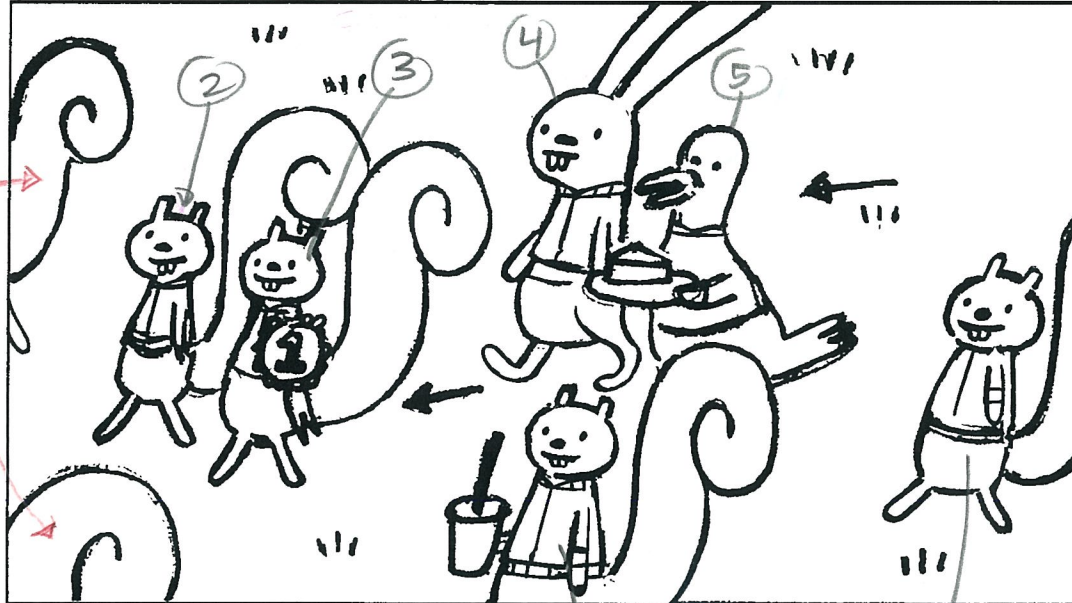
day night

Sc. 06 CONT

Pnl. B

Bg.

day night



Dialog:

ANIMAL
EMPLOYEE: [CASUAL CHATTER]

Action: — ANIMALS WALKING ← TO HEAR KKW'S SPEECH
(ALL WEARING KKW SWEAT TOPS)

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Sc. 97 Pnl. A Bg. day night



Sc. 97 cont Pnl. B Bg. day night



Dialog: 1 2 3 KKW: AHM, THANKS TO... 4 5 6 7 8 9 10 KKW: ... MY TEAM OF ...

Action: SOME EMPLOYEES STILL SETTLING INTO PLACE BRIEFCASE ON TOP OF A DRINK COOLER

Timing:

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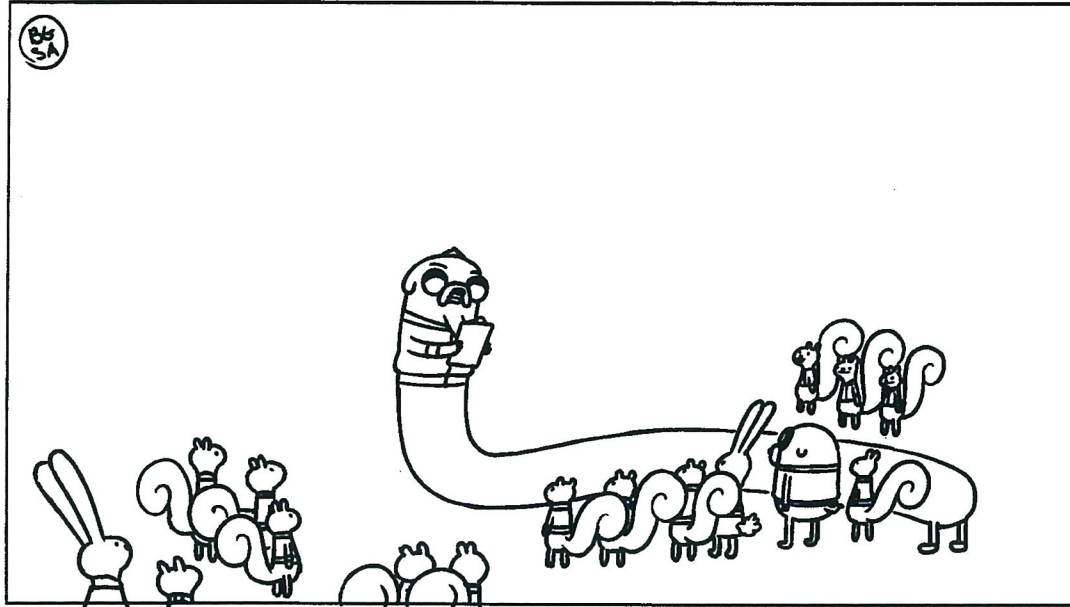
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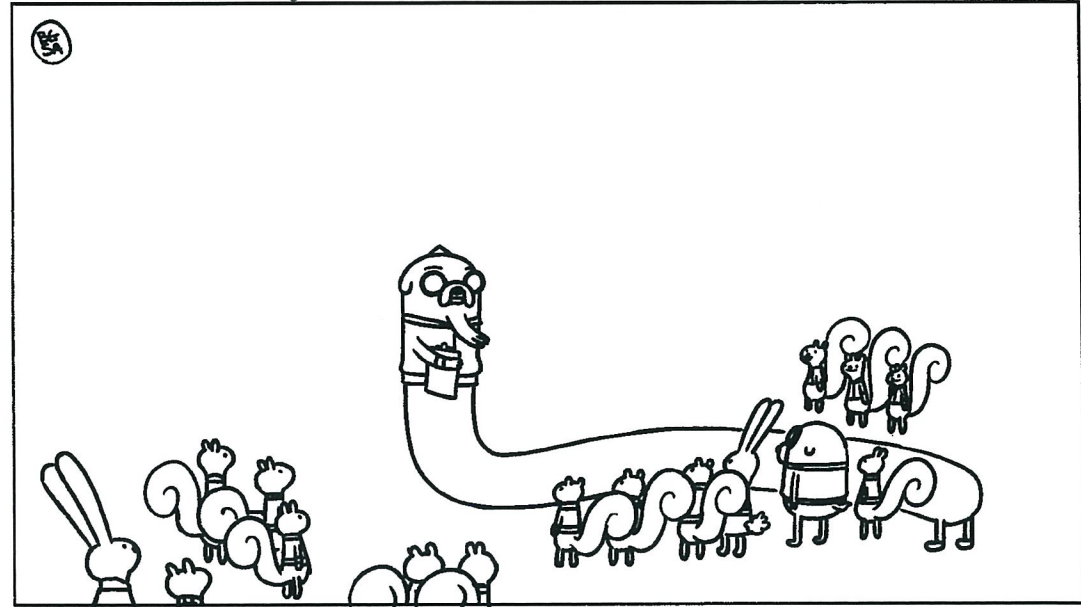


Page 12

Sc. 7 cont Pnl. C Bg. day night



Sc. 7 cont Pnl. D Bg. day night



Dialog: KKW (LOOKS AT CLIPBOARD) :
...AWESOMELY TALENTED
SALES ASSOCIATES ...

KKW (ACTUALLY IMPROMPT U) :
-- AND ALSO MY FATHER! --

Action:

Timing:

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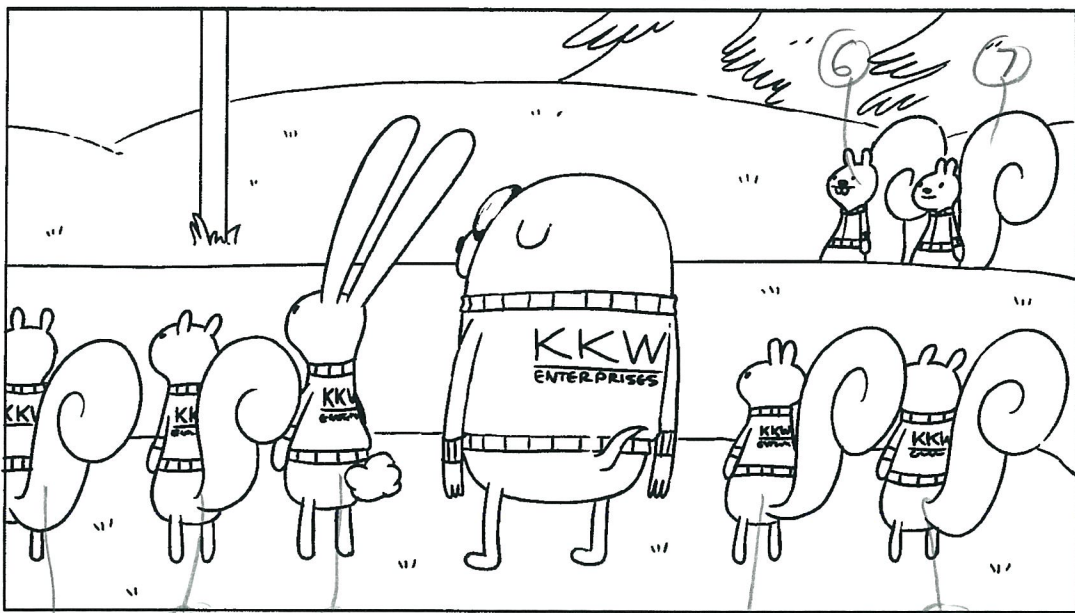
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ADVENTURE TIME



Sc. 08 Pnl. A Bg. day night



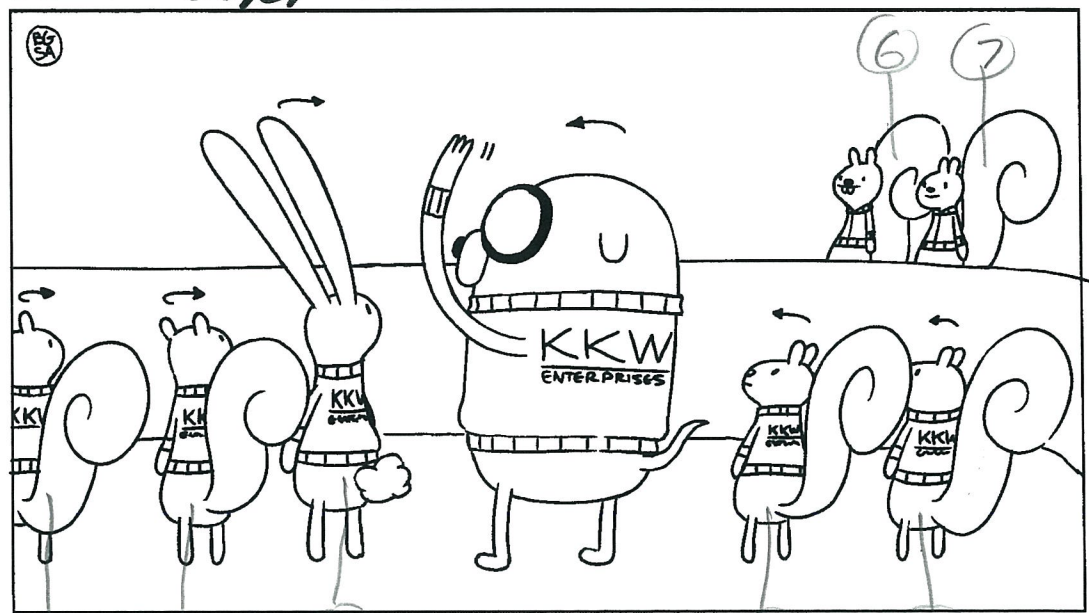
Dialog:
① KKW : (os) JAKE ... WHO'S --

Action: - JAKE LITTLE WAVES

Timing:

MAR 16 2016

Sc. 08 *cont* Pnl. B Bg. day night



① ② KKW (os) VISITING US - ④ ⑤

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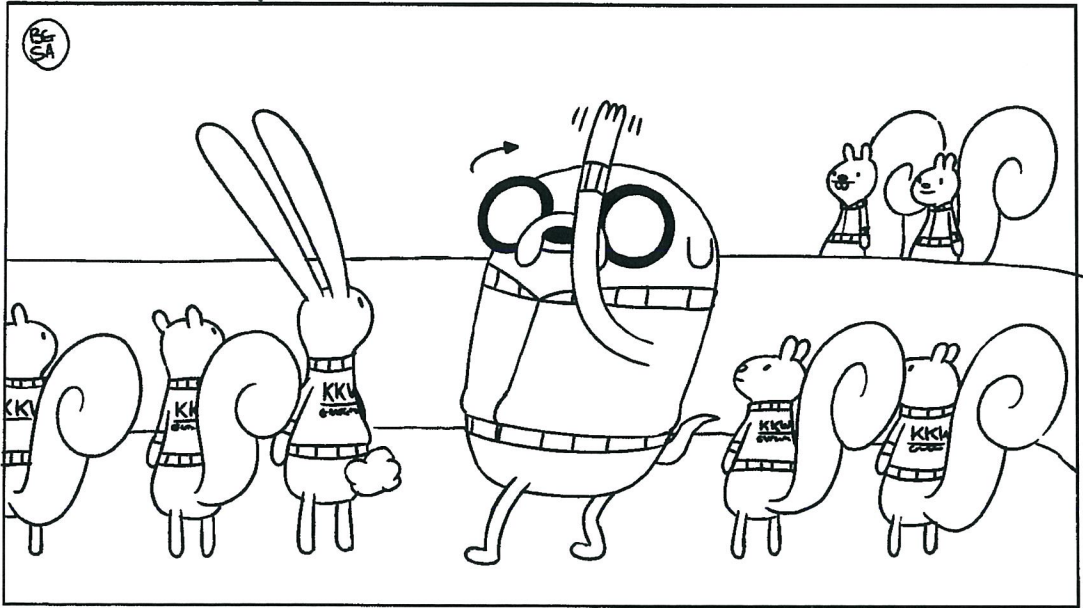
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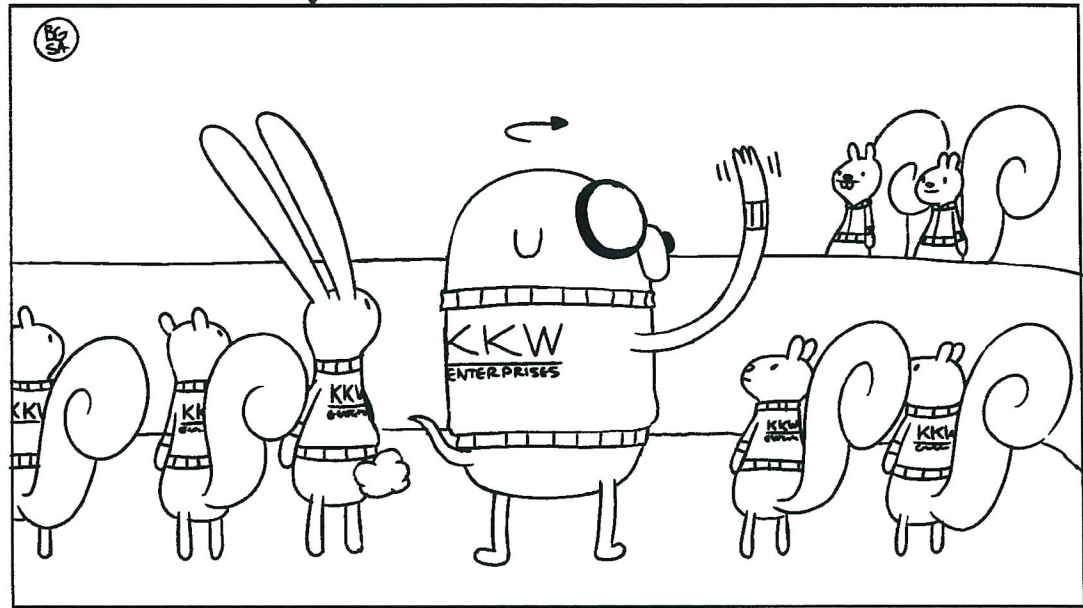
ADVENTURE TIME



Sc. 08 *cont* Pnl. C Bg. day night



Sc. 08 *cont* Pnl. D Bg. day night



Dialog:	<u>KKW</u> (OS): THIS YEAR ...	
Action:	- J TURNS AROUND QUICKLY, LITTLE WAVES	- J WAVES WITH OTHER HAND
Timing:		

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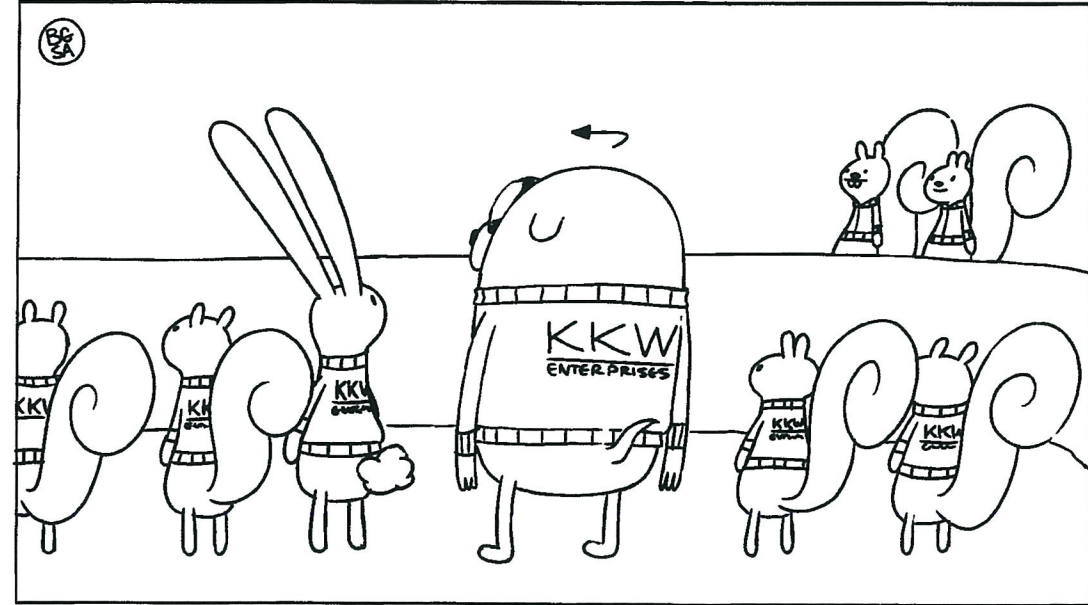
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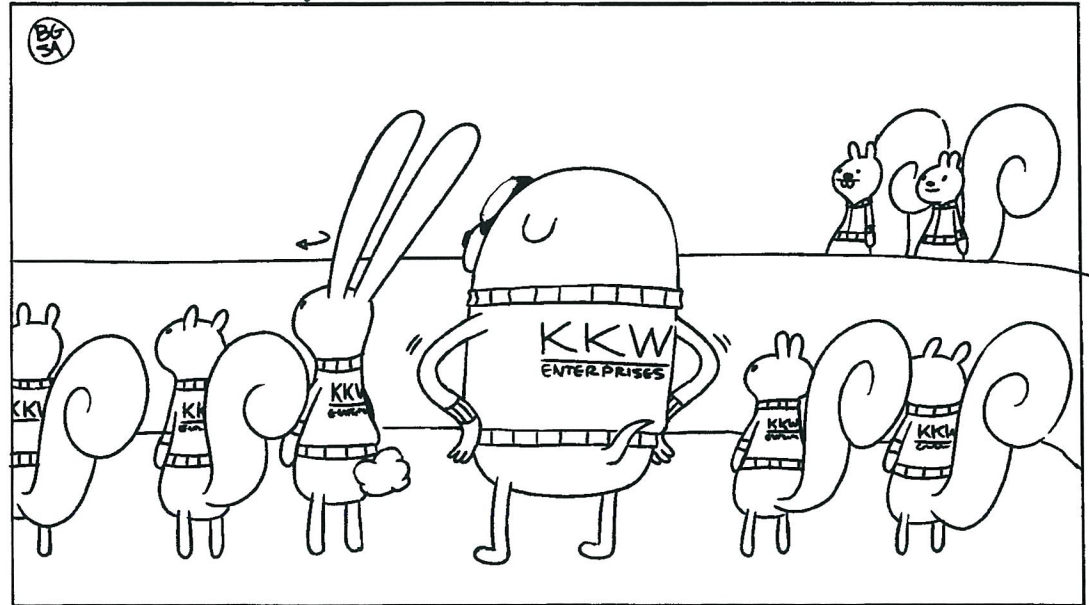
ADVENTURE TIME



Sc. 08 *cont* Pnl. E Bg. day night



Sc. 08 *cont* Pnl. F Bg. day night



Dialog:	
Action:	- J TURNS BACK (SETTLE)
Timing:	

MAR 16 2016

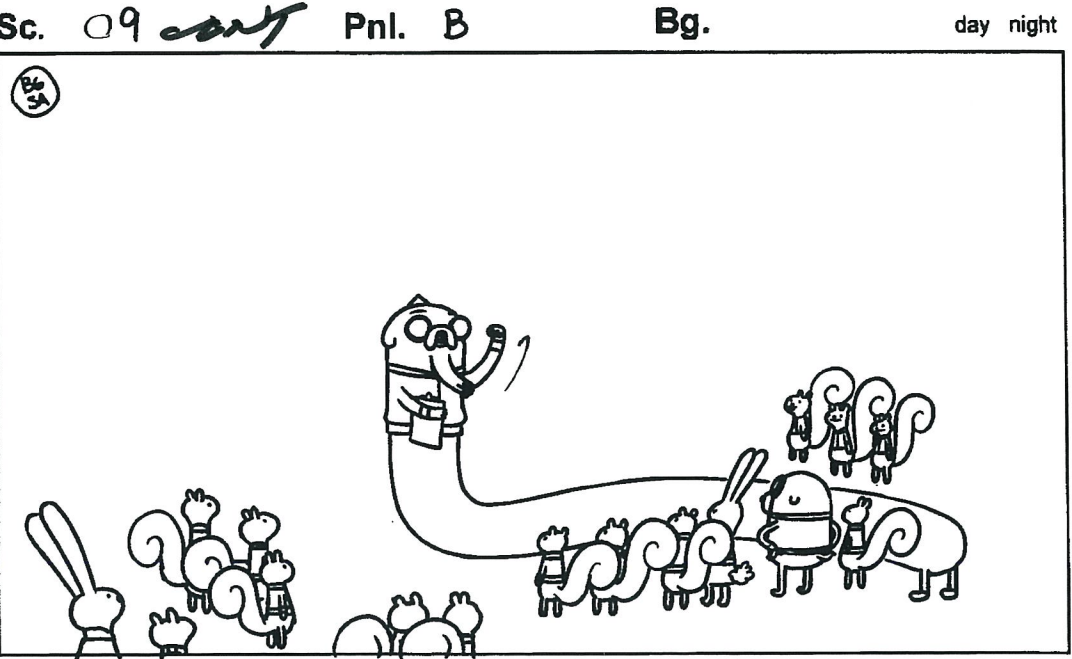
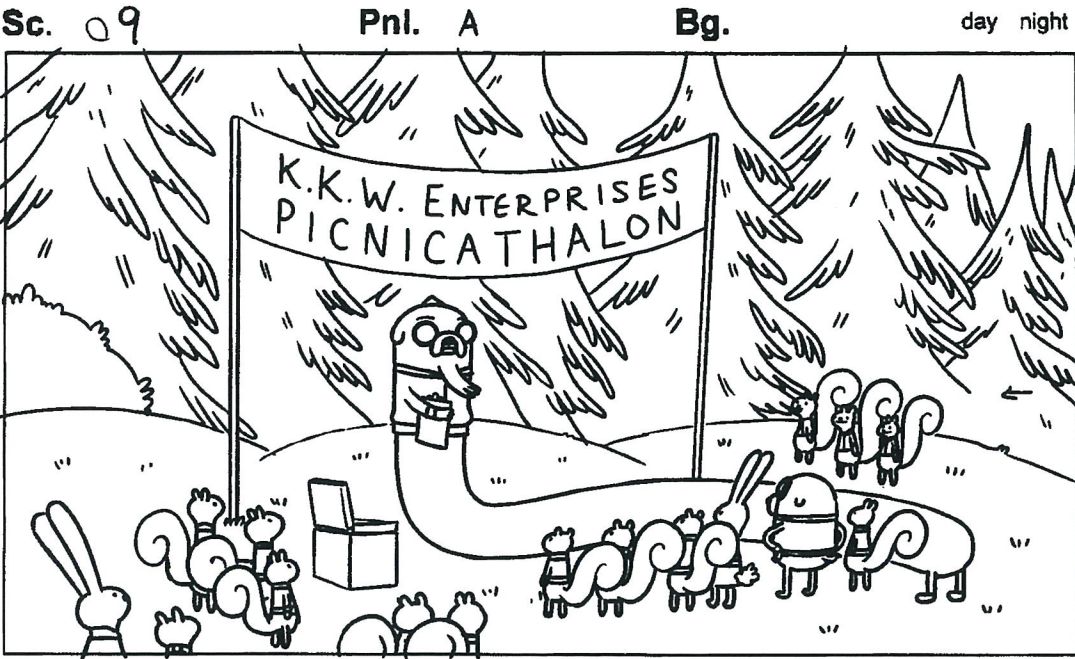
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Dialog:	<p>KKW -- THIS HAS BEEN THE MOST SUCCESSFUL ANIMAL SPORTS/PICNIC SOCIALIZING EVENT...</p> <p><u>KKW: -- EVER!</u></p>
Action:	<p>- KKW RAISES A FIST</p> <p>MAR 16 2016</p>
Timing:	

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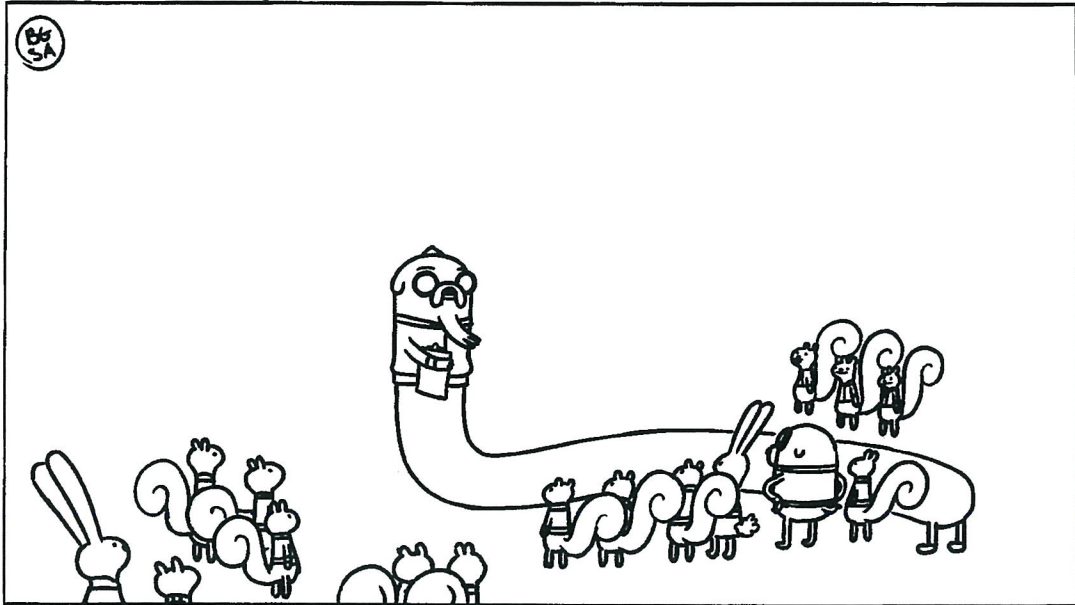
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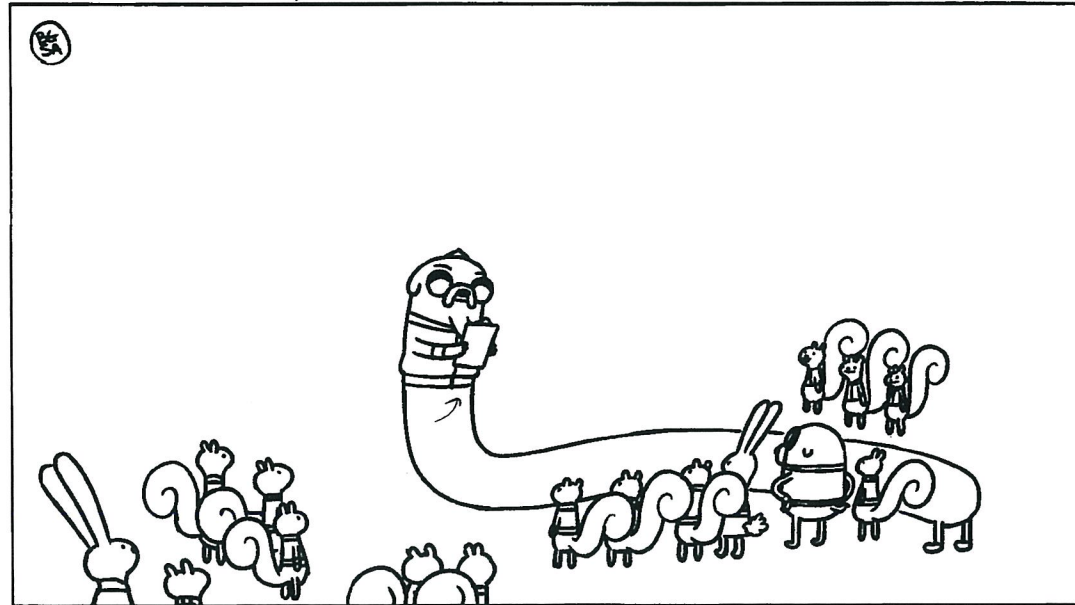
ADVENTURE TIME



Sc. 09 *cont* Pnl. C Bg. day night



Sc. 09 *cont* Pnl. D Bg. day night



Dialog:	---
Action:	-KKW LOOKS AT CLIPBOARD AGAIN ... MAR 16 2016
Timing:	

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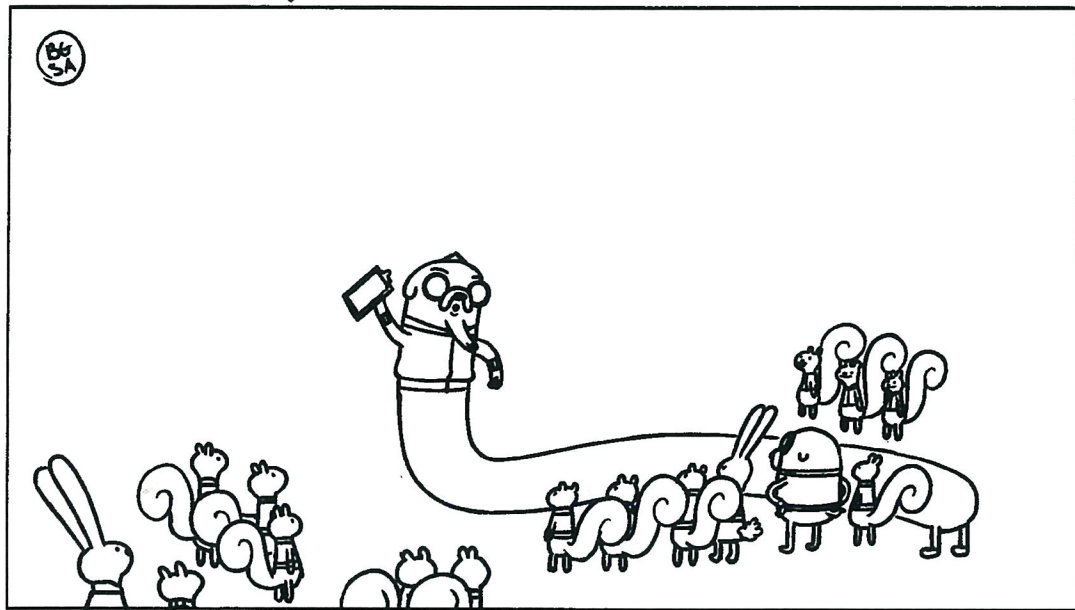


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Sc. 09 cont Pnl. E

Bg.

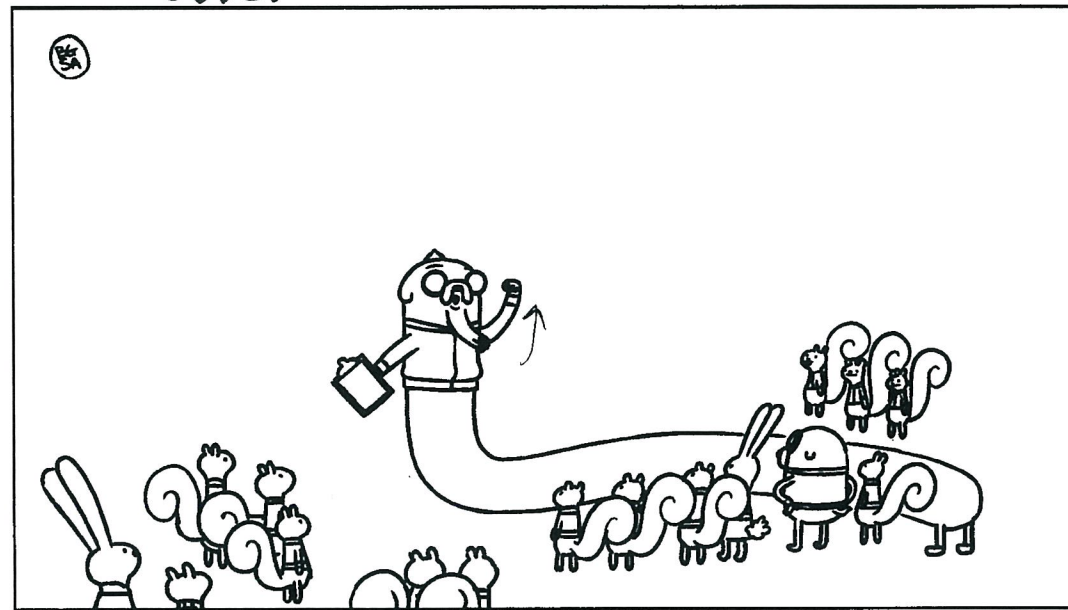
day night



Sc. 09 cont Pnl. F

Bg.

day night



Dialog: KKW: (IMITATING JAKE) Woo ---

KKW: ... Hoo!

Action:

Timing:

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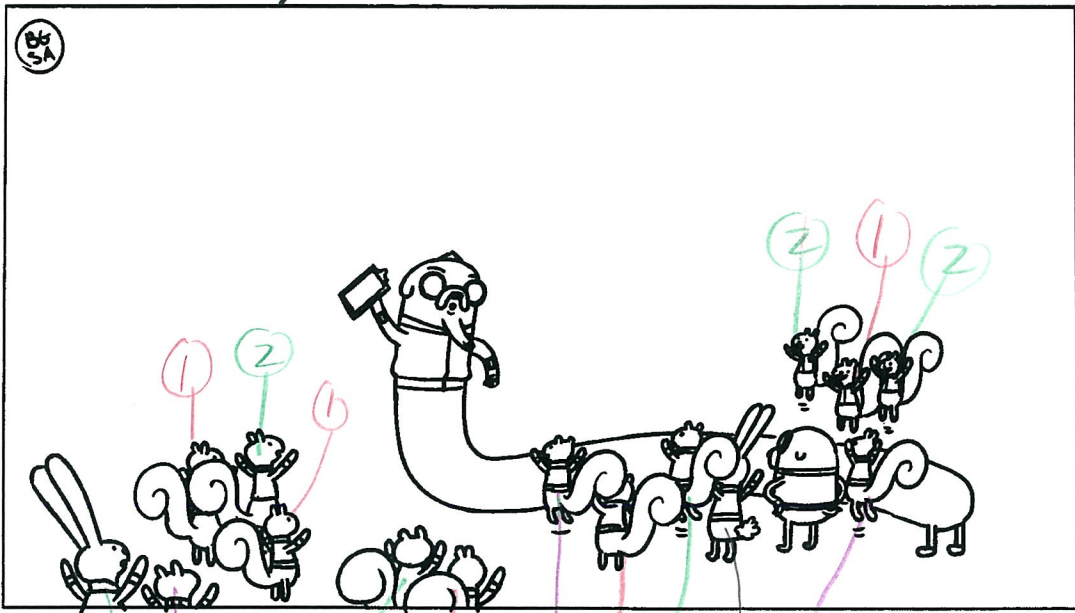
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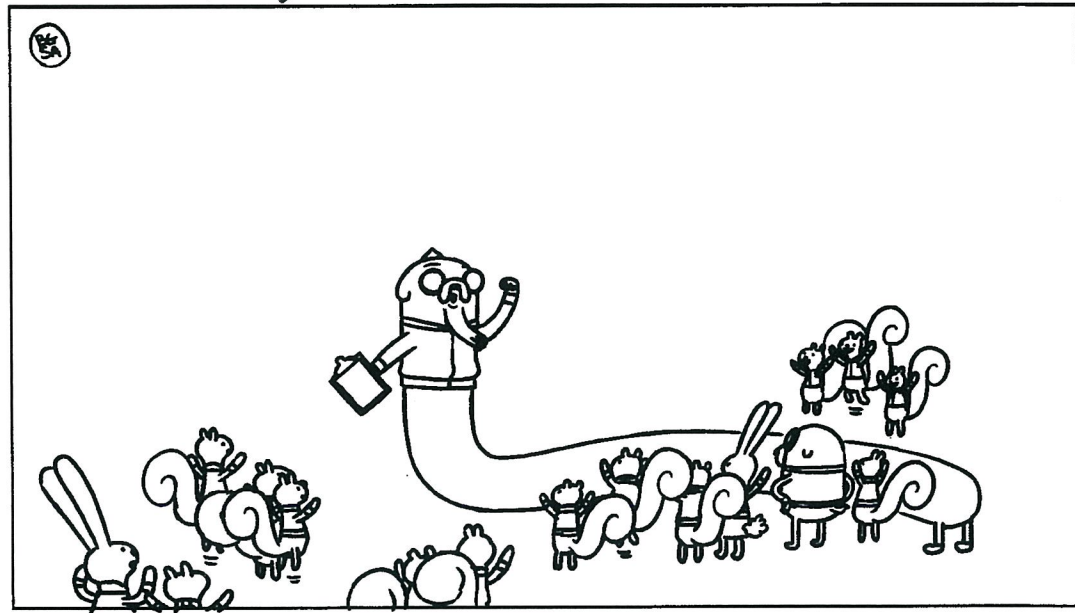
NO SC 10

Page 19
NO PGS 20-21
day night

Sc. 09 *cont* Pnl. G Bg. day night



Sc. 09 *cont* Pnl. H Bg. day night



Dialog: (2) (3) (2) (1) (3) (1) (2) (3) ALL: Woo-Hoo!
(4)
CROWD GROUPS (1) (2) (3)

Action: - THEY ALL JUMP UP AND DOWN
MAR 10 2016

Timing:

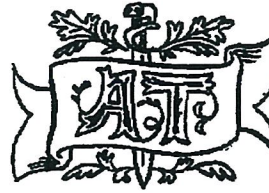
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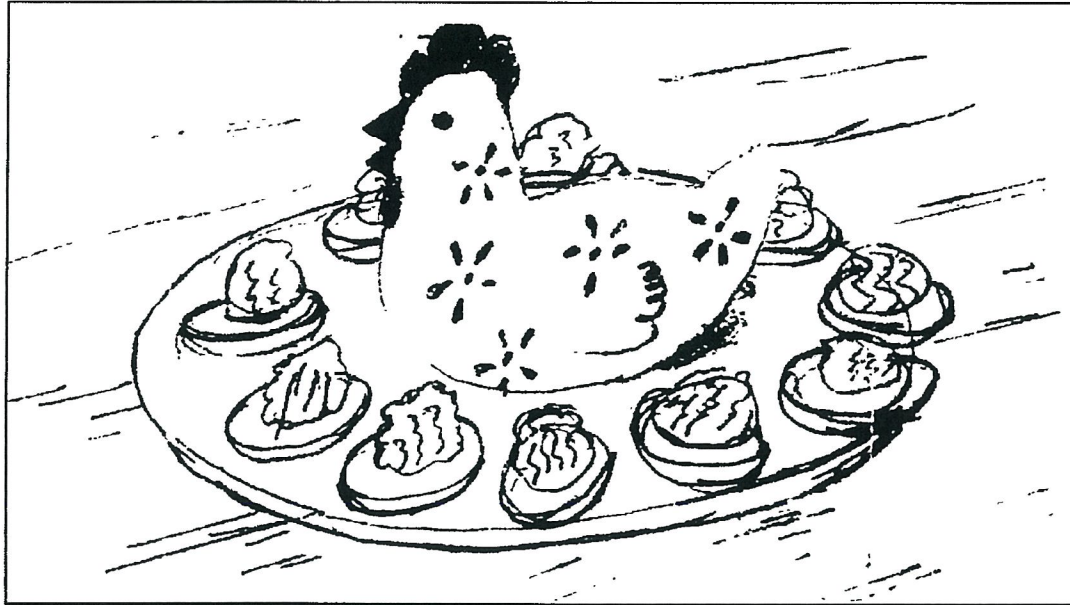
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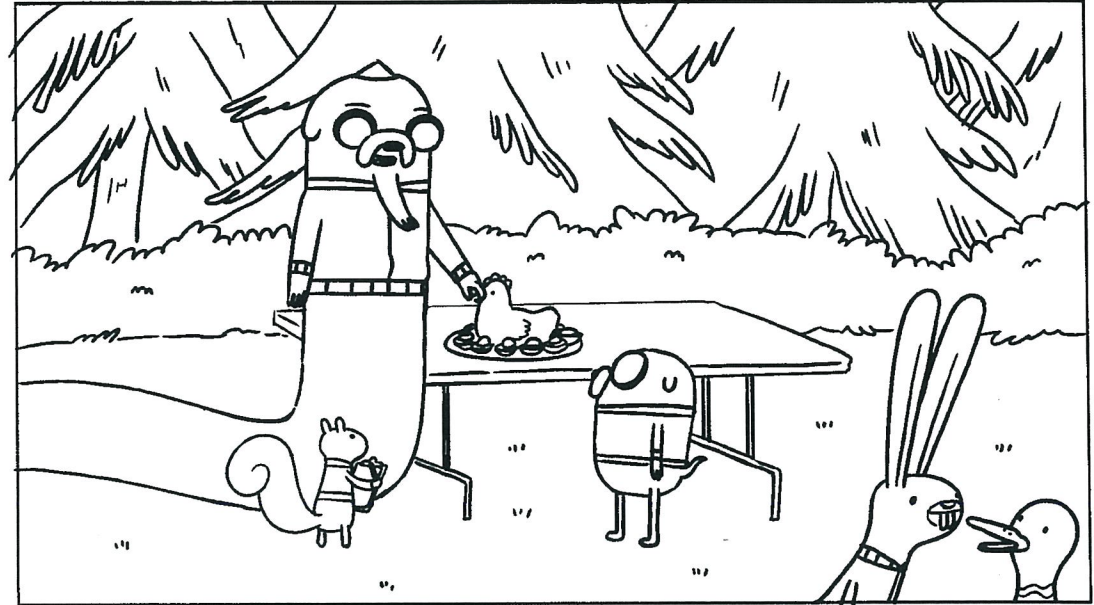


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Sc. 11 Pnl. A Bg. day night



Sc. 12 Pnl. A Bg. day night



Dialog:

KKW (OS): Wowwww !

Action:

- CUT TO A PLATE OF EGGS.

Timing:

KKW:

REALLY NICE
DEVILLED EGG--



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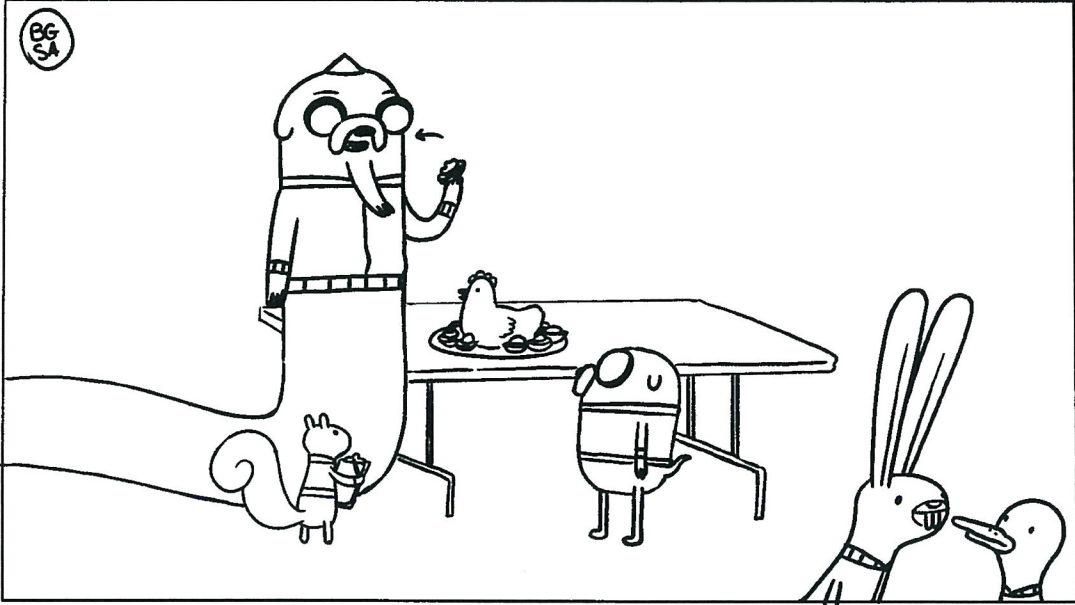
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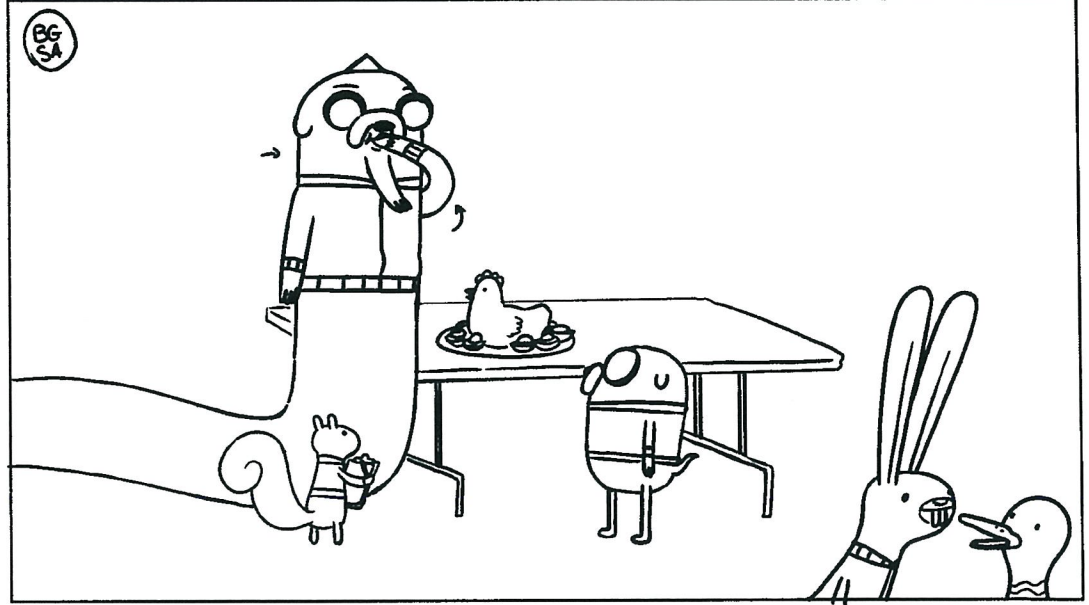
ADVENTURE TIME



Sc. 12 *CONT* Pnl. B Bg. day night



Sc. 12 *CONT* Pnl. C Bg. day night



Dialog:	<u>KKW</u> : PRESENTATION THIS YEAR, STEVE.	<u>KKW</u> : MM!
Action:	— KKW TASTES AN EGG.	
Timing:		

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
12 cont	D			

Dialog:	Action:	Timing:
		<p><u>KKW</u>: DAD I'M GLAD YOU STUCK AROUND MM-MM!</p> <p>(SQUIRREL WRITES A NOTE ON CLIPBOARD.)</p> <p>MAR 16 2016</p>

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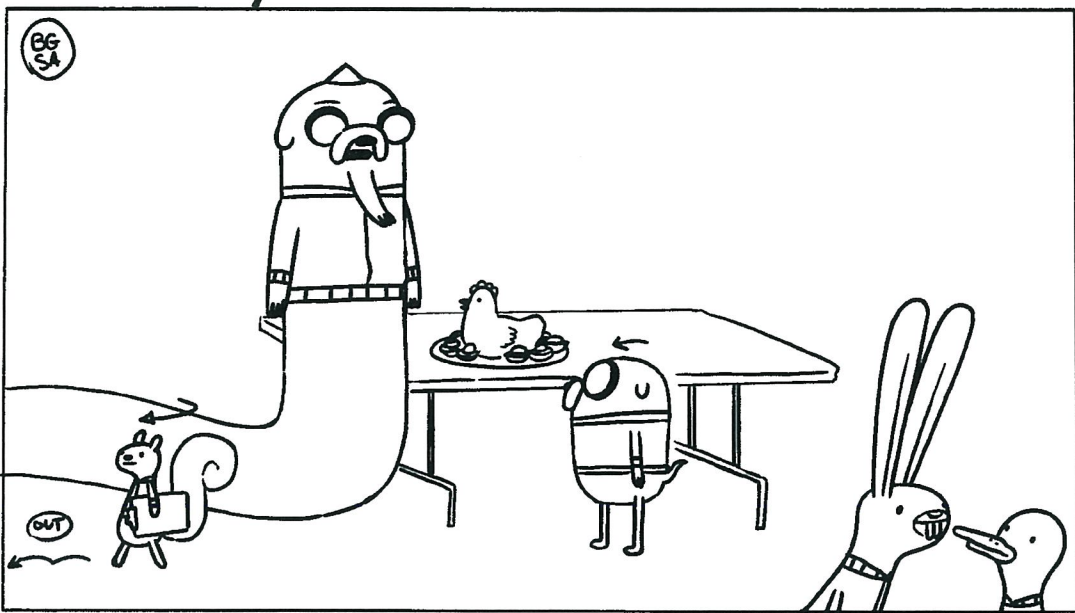
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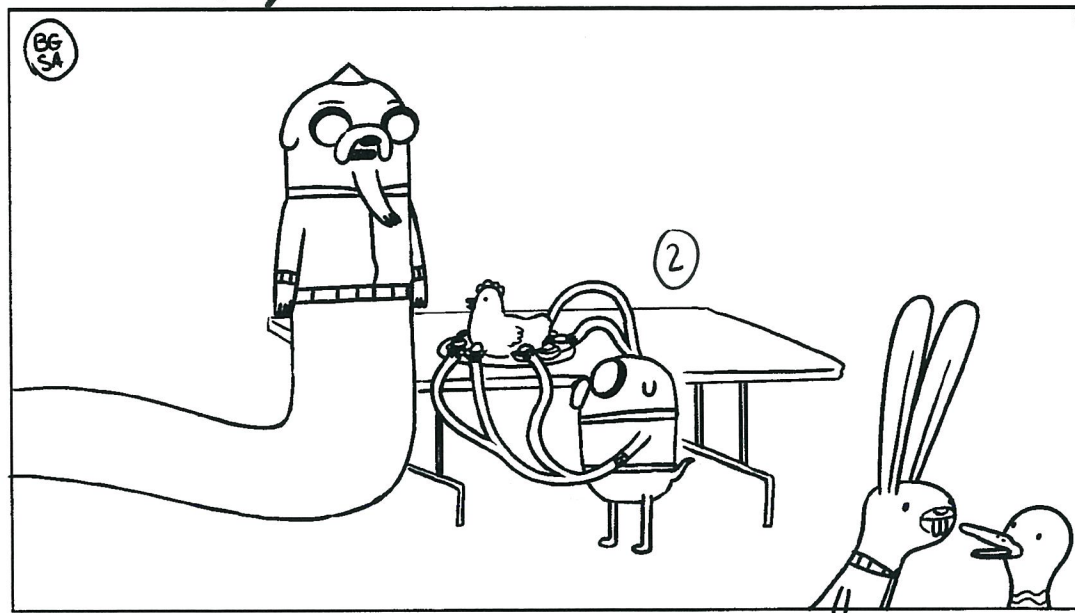
ADVENTURE TIME



Sc. 12 *cont* Pnl. E Bg. day night



Sc. 12 *cont* Pnl. F Bg. day night



Dialog: KKW = I CONFESS I HAD --

KKW = AN ULTERIOR MOTIVE ..

Action: - EXIT SQUIRREL

Timing:



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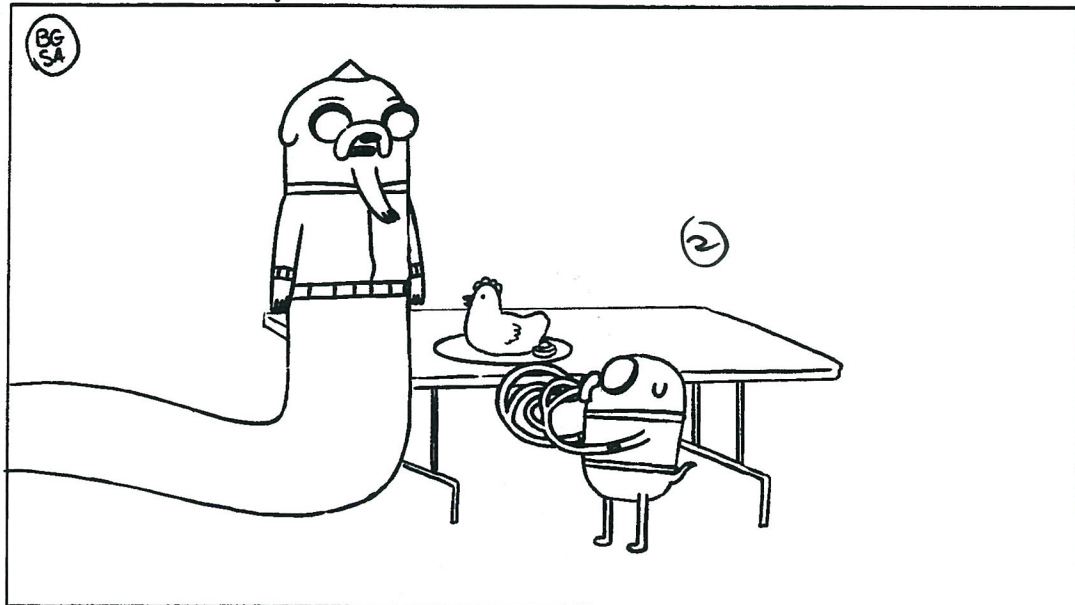
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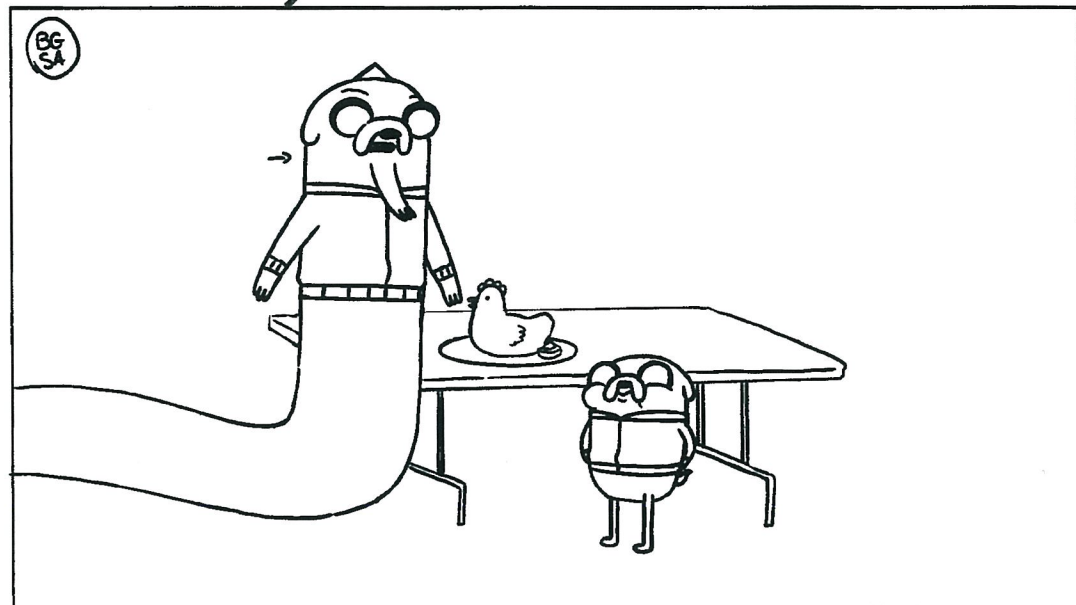


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Sc. 12 cont Pnl. G Bg. day night



Sc. 12 cont Pnl. H Bg. day night



Dialog: KKW: FOR INVITING YOU

Action: JAKE STUFFS EGGS IN FACE

Timing:



SETTLE JAKE

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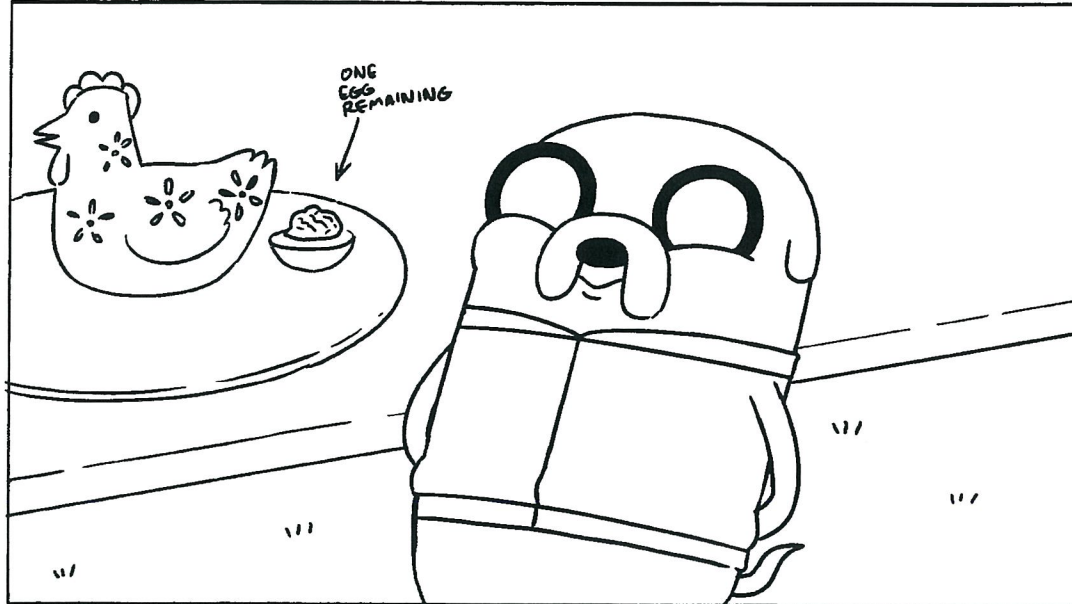
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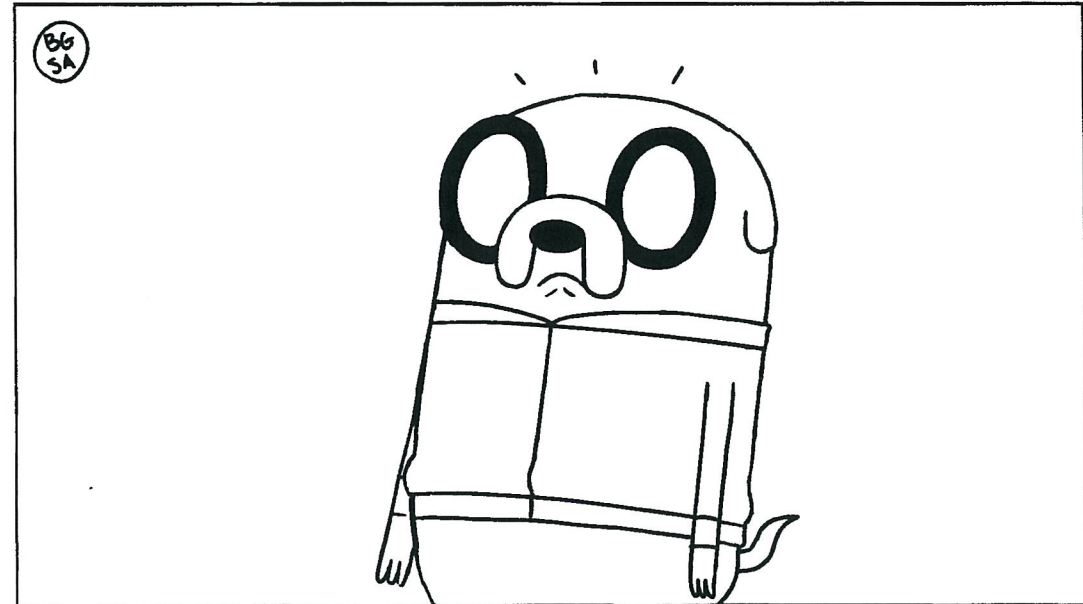


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Sc. 13 Pnl. A Bg. day night



Sc. 13 cont Pnl. B Bg. day night



Dialog:

KKW (OS): I REALLY NEED
YOUR ADVICE ON
SOMETHING.

Action:

Timing:

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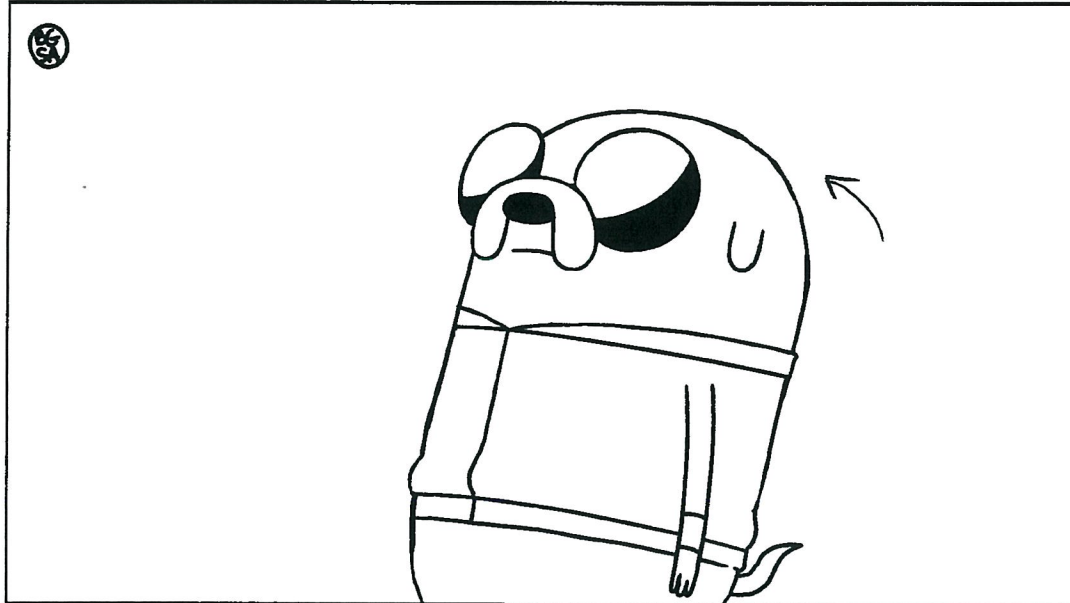
Production :

1042 245

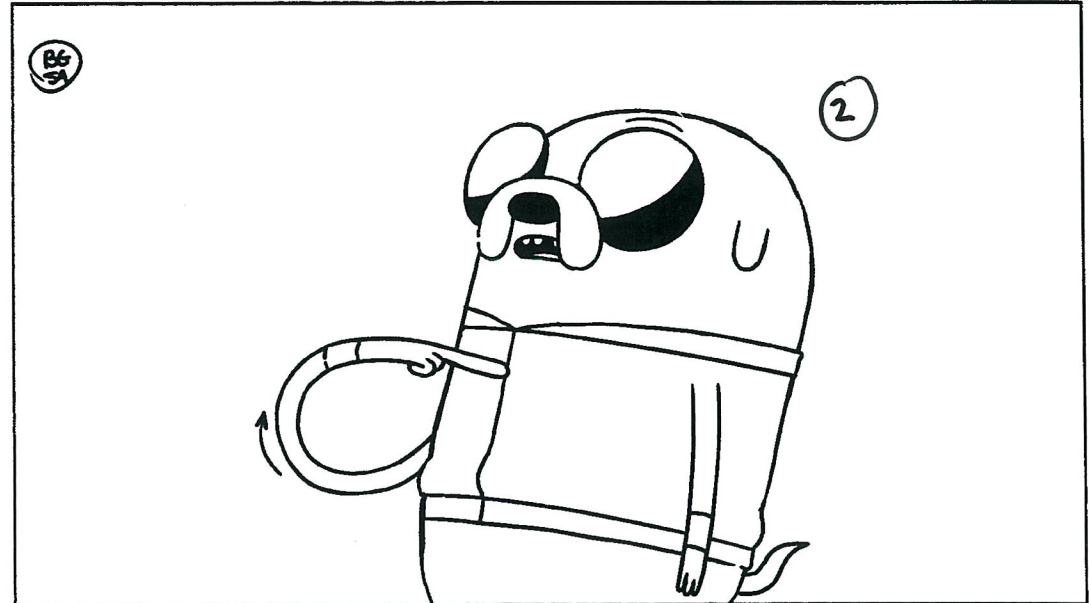
ADVENTURE TIME



Sc. 13 *cont* Pnl. C Bg. day night



Sc. 13 *cont* Pnl. D Bg. day night



Dialog:	J: <u>MY</u> <u>ADVICE?</u>
Action:	-J. POINTS TO HIMSELF MAR - B 10/11
Timing:	Break Down pose. Animate through



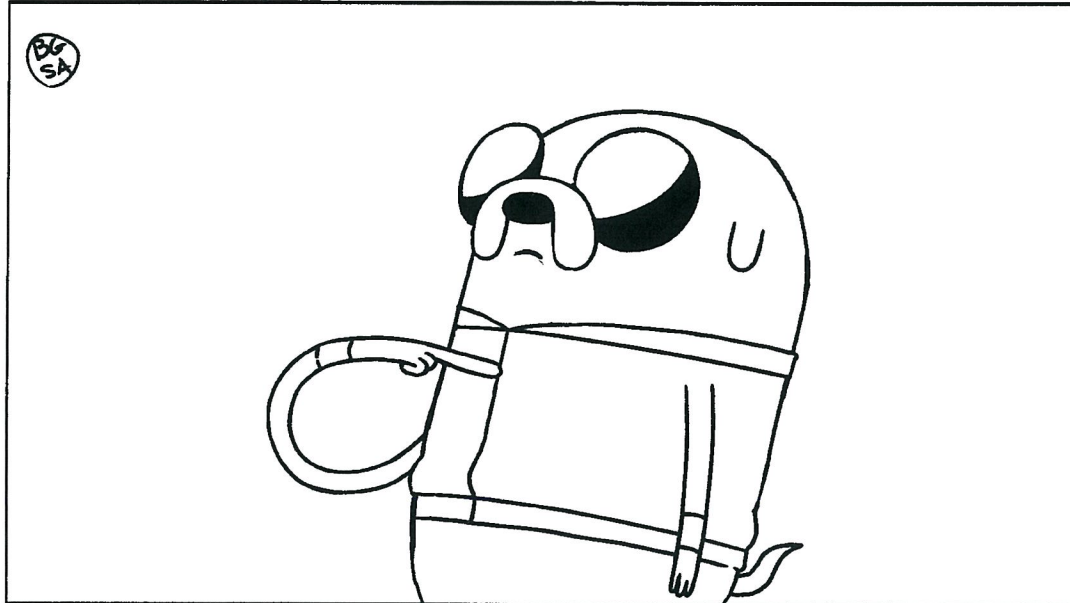
ADVENTURE TIME



Page 29

29A next

Sc. 13 CONT Pnl. E Bg. day night



Sc. 14 Pnl. A Bg.



Dialog:

Action:

- WIPE TO:
KKW'S HOUSE IN THE FOREST.

MAR 1 8 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

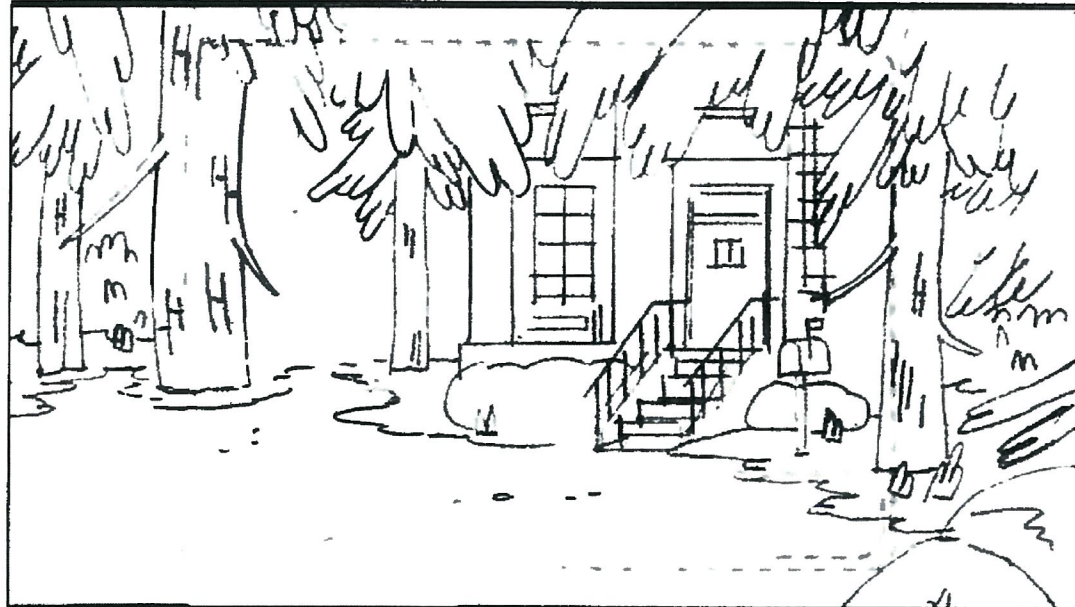
ADVENTURE TIME



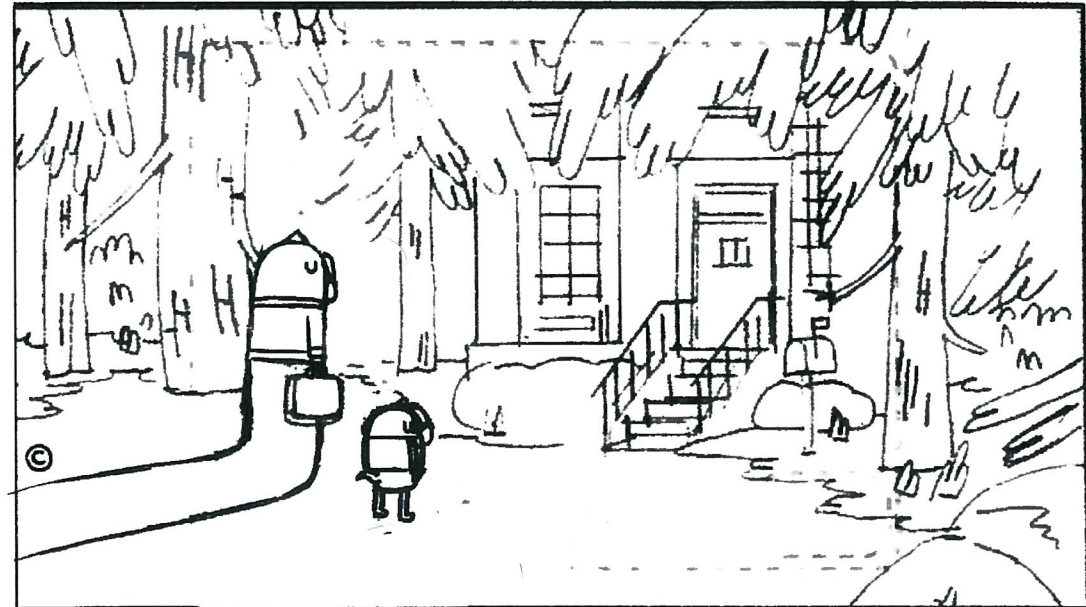
Page 29A

day 30 next

Sc. 14 cont Pnl. B Bg. day night



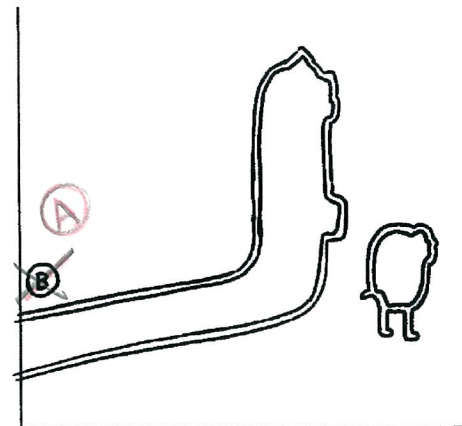
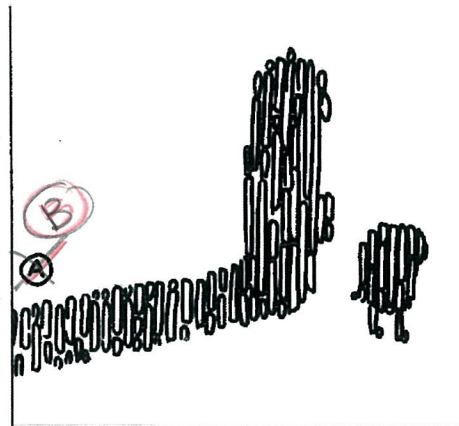
Sc. 14 cont Pnl. C Bg. day night



Dialog:

Action:

Timing:



-F+J TELEPORT ON/S.
MAR 16 2016

1042-245

EPISODE #

Production :

1042 245

ADVENTURE TIME

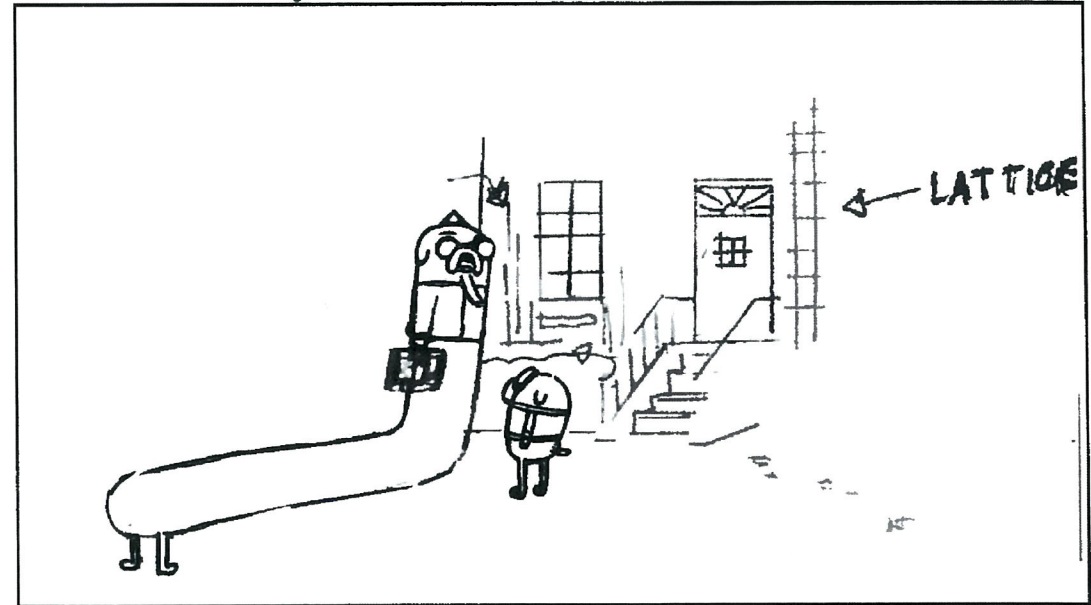


Page 30

Sc. 14 *CONT* Pnl. D Bg. day night



Sc. 14 *CONT* Pnl. E Bg. day night



Dialog:

KKW: Parenting advice -
I DON'T KNOW HOW TO DEAL WITH

KKW: -- MY DAUGHTER BRONWYN.

Action:

- KKW + J WALK TOWARDS HOUSE

- KKW + JAKE TURN TOWARDS EACH OTHER.

MAR 10 2016

Timing:

EPISODE # 1042-245

Production :

1042 245

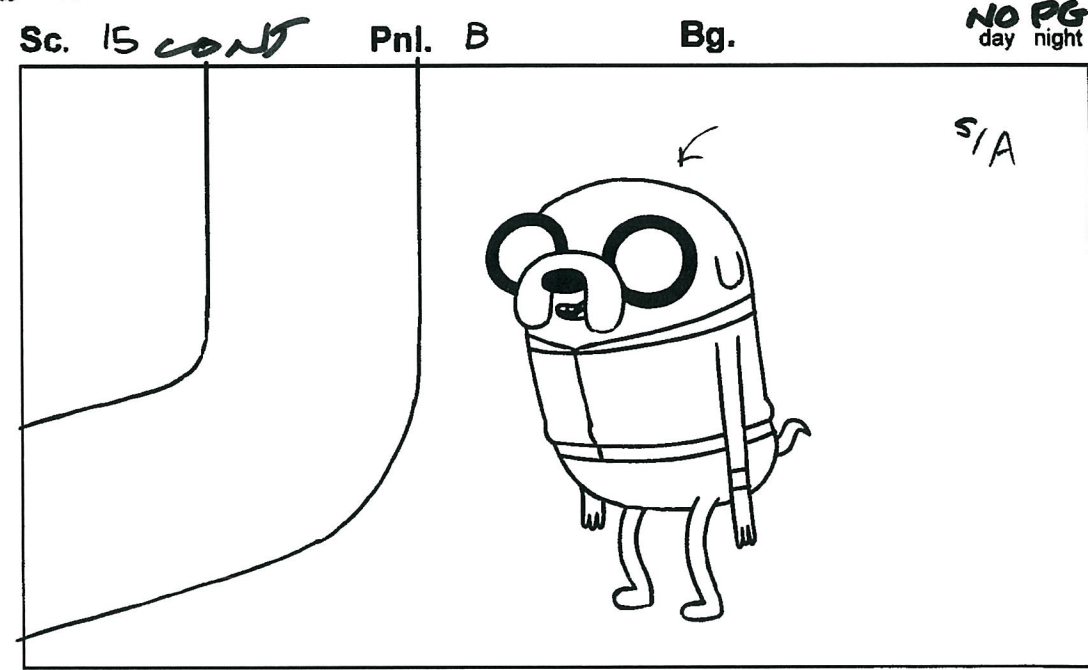
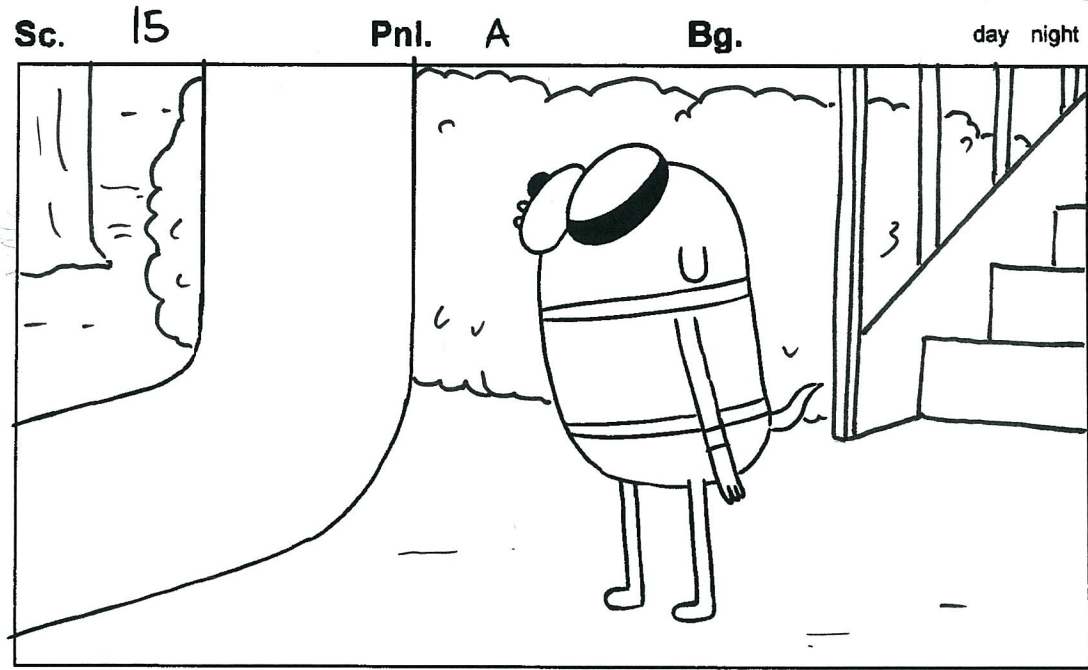
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ADVENTURE TIME



Page 31
NO PG 32
day night



Dialog:
J: I HAVE A GRAND-DAUGHTER!?

J: SIKE, I KNEW THAT!...

Action:

MAR 16 2016

Timing:

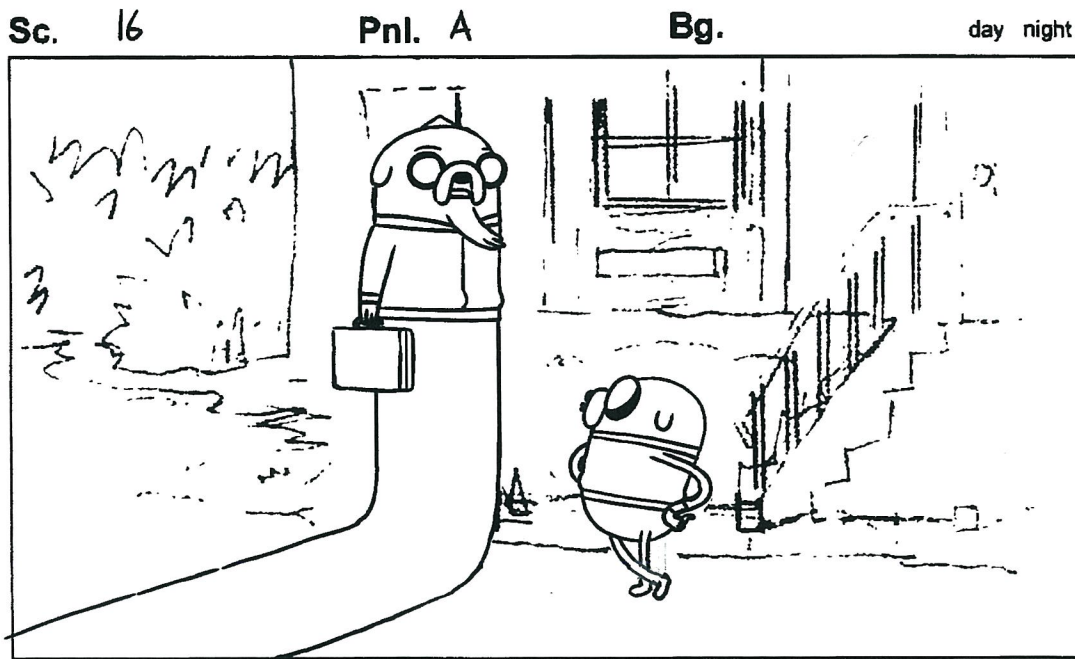
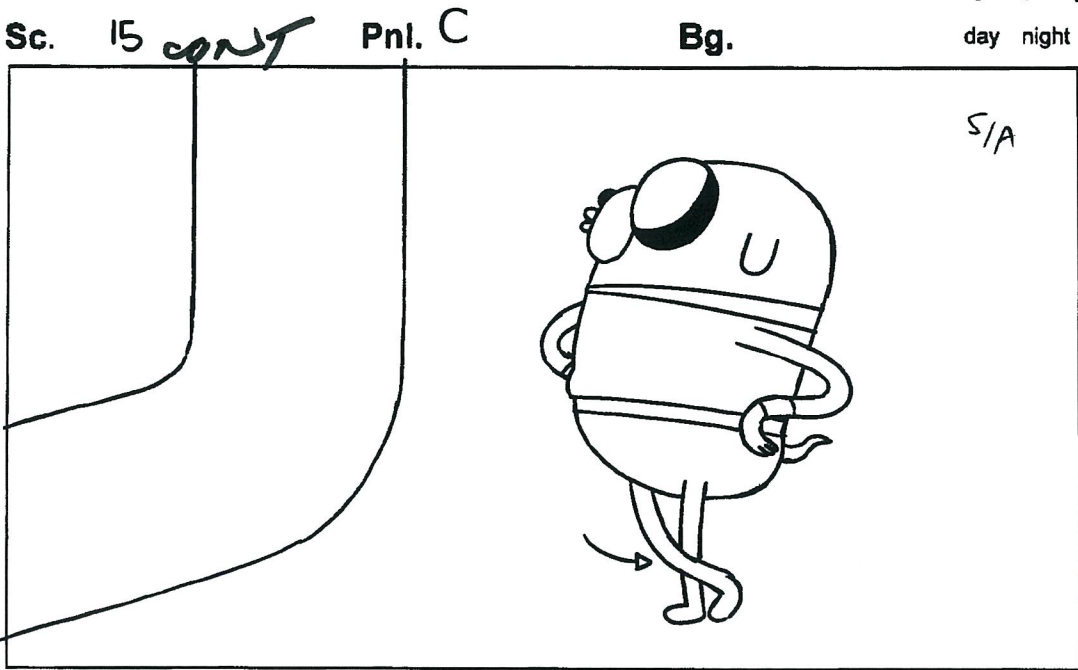
EPISODE # 1042-245

Production :

1042 245

1042 245

ADVENTURE TIME



Dialog:	J: WHAT'S THE PROBLEM, MIJO.
Action:	- JAKE INTO JAUNTY POSE
Timing:	

1042-245

EPISODE #

1042 245

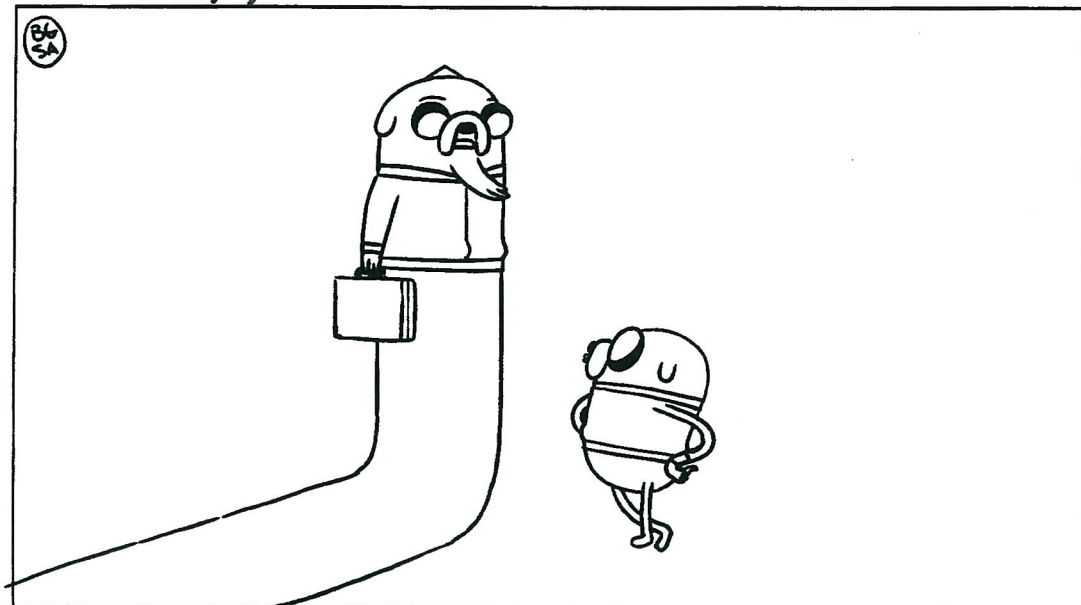
Production :

ADVENTURE TIME

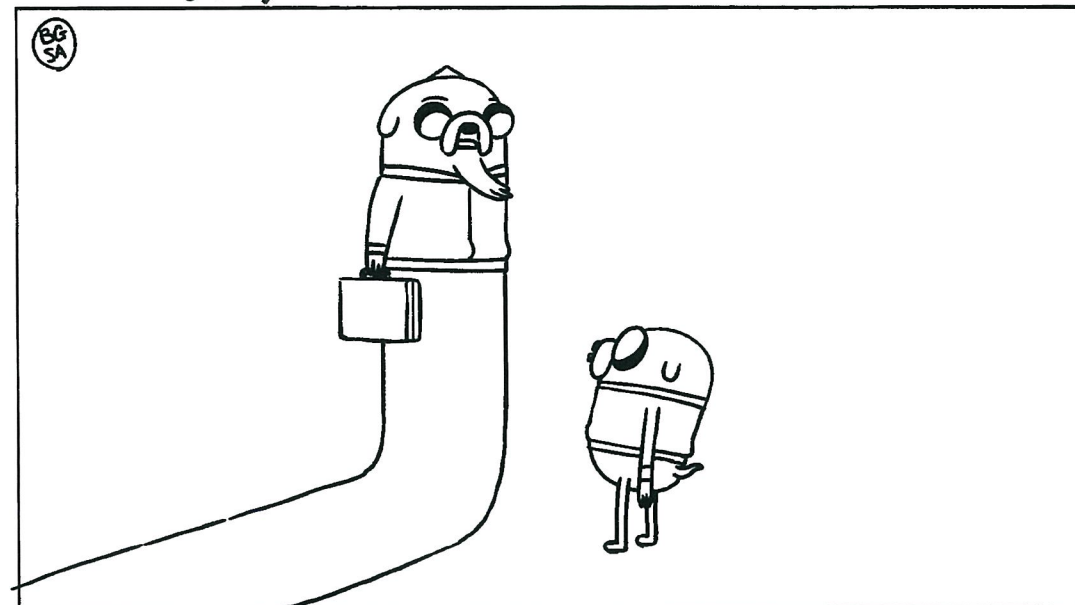


Page 34

Sc. 16 *CONT* Pnl. B Bg. day night



Sc. 16 *CONT* Pnl. C Bg. day night



Dialog:

KKW: BRONWYN IS NOT DOING WELL..

KKW: --AT SCHOOL.

Action:

- SETTLE JAKE (LESS COCKY)

MAR 18 2016

Timing:

EPISODE # 1042-245

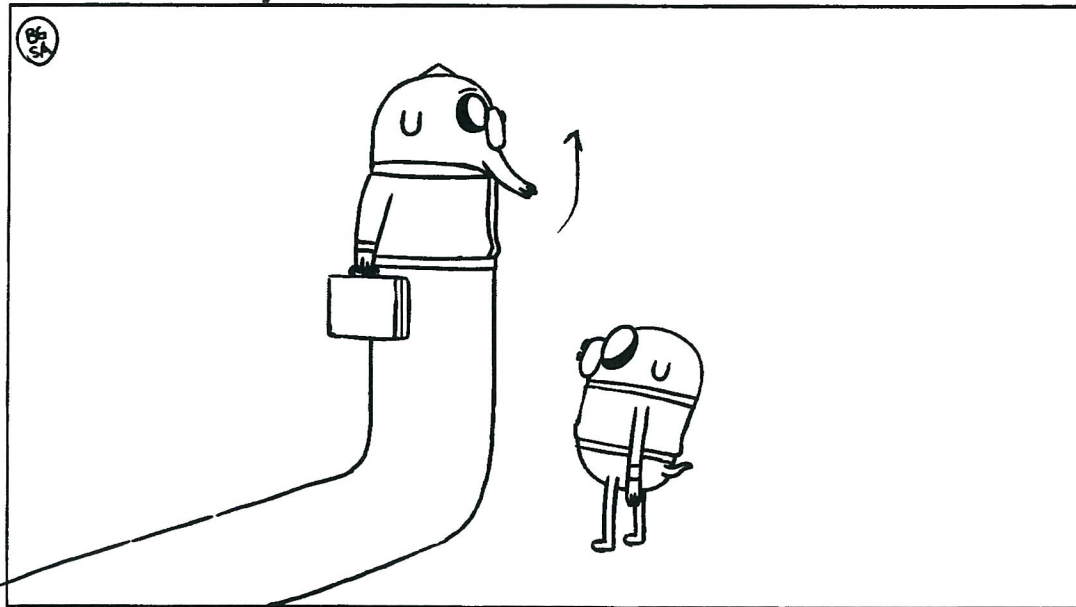
Production :

ADVENTURE TIME

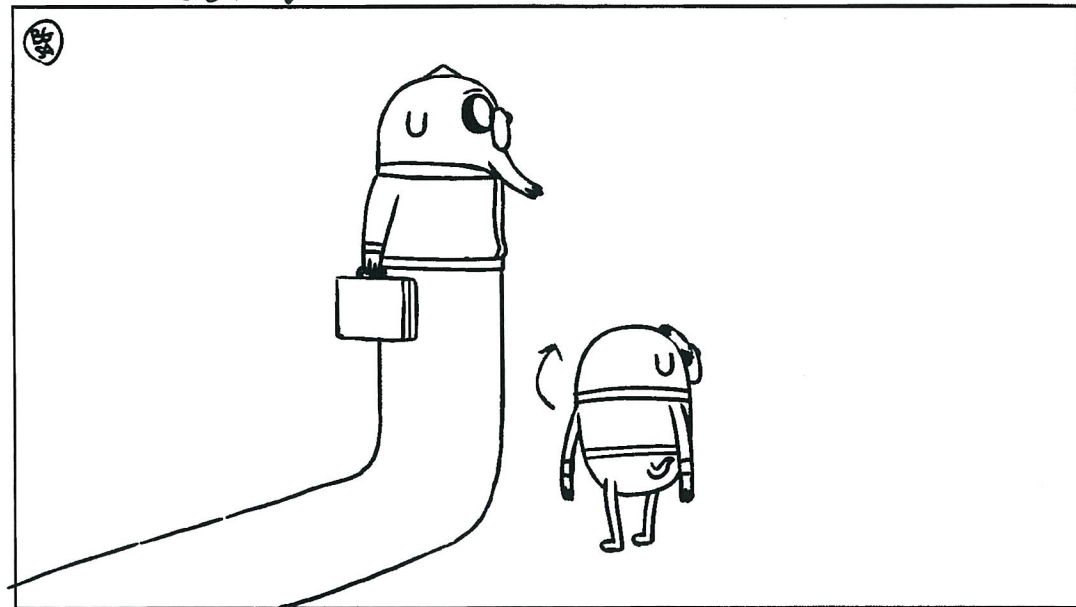


Page 35

Sc. 16 *cont* Pnl. D Bg. day night



Sc. 16 *cont* Pnl. E Bg. day night



Dialog:	<u>KKW</u> : SHE SEEMS TO BE --	<u>KKW</u> : -- BUSY ENOUGH -- WITH HOMEWORK
Action:	- KKW LOOKS UP.	- J TURNS. MAR 16 2016
Timing:		

EPISODE # 1042-245
1042 245
Production :

1042 245

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					17	A			

Dialog:	KKW (OS): -- WHEN SHE'S HERE BUT HER...	
Action:	- BRONWYN WIGGLES PENCIL AS SHE STARES AT PAPER.	= DRIFT IN ON BRONWYN MAR 16 2016
Timing:		

Production : EPISODE # 1042-245

ADVENTURE TIME

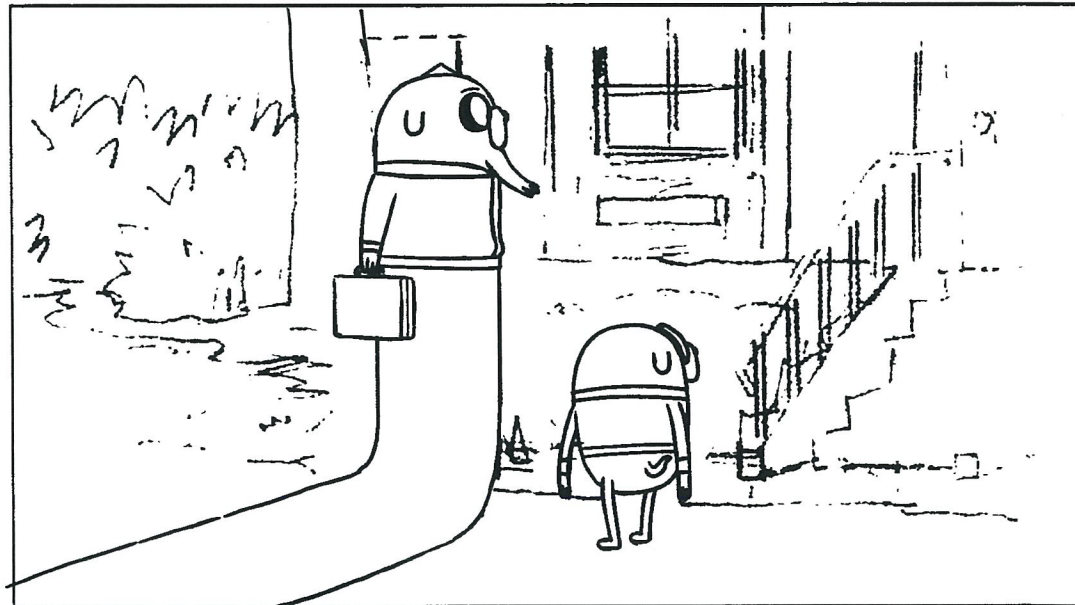


Page 37

Sc. 17 *cont* Pnl. B Bg. day night



Sc. 18 Pnl. A Bg. day night



Dialog:	<u>KKW</u> (O.S.): GRADES ARE SLIPPING.		<u>KKW</u> : AND HER TEACHER SAYS --	
Action:	(CYCLE A & B)			
Timing:				

MAR 16 2016

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EPISODE #

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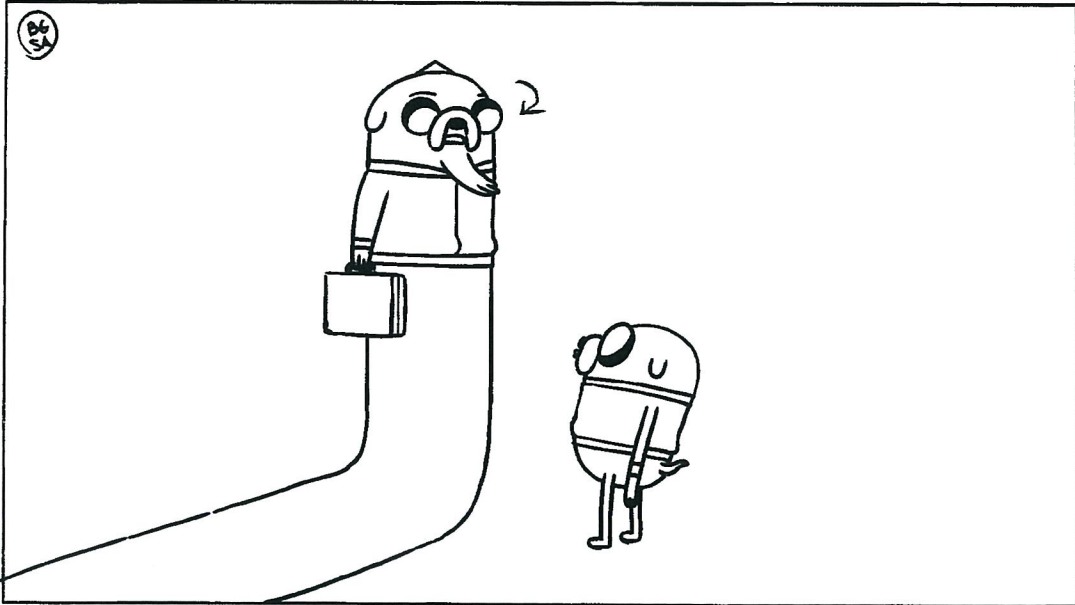
Production :

1042 245

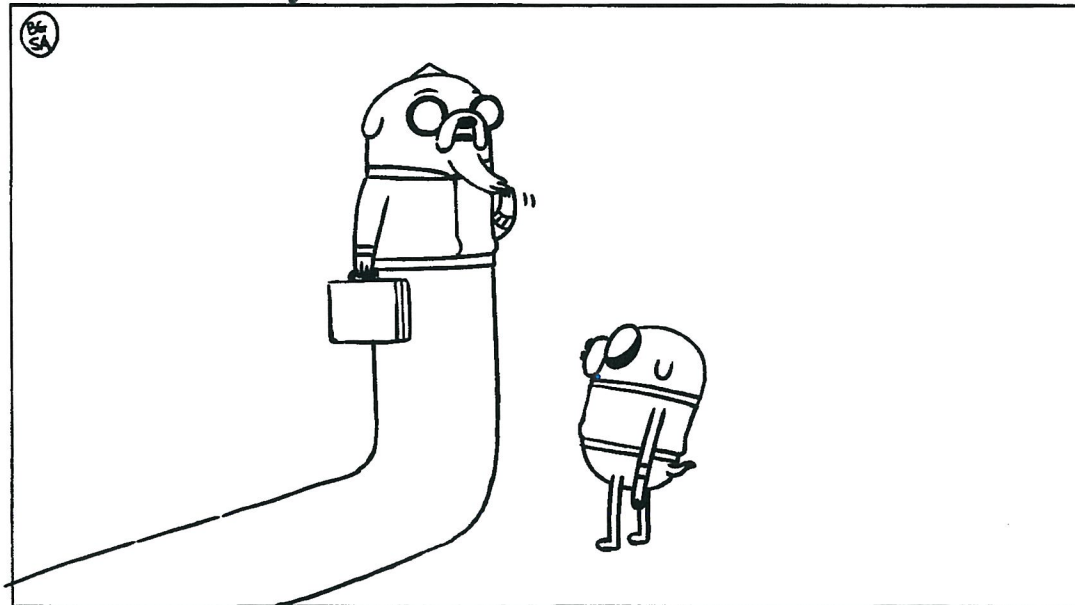
ADVENTURE TIME



Sc. 18 *cont* Pnl. B Bg. day night



Sc. 18 *cont* Pnl. C Bg. day night



Dialog:	<u>KKW</u> : SHE KEEPS FALLING ASLEEP AT HER DESK...	<u>KKW</u> : BUT WHY IS SHE -- SO UNENGAGED?
Action:		
Timing:		

MAR 18 2016

1042 245

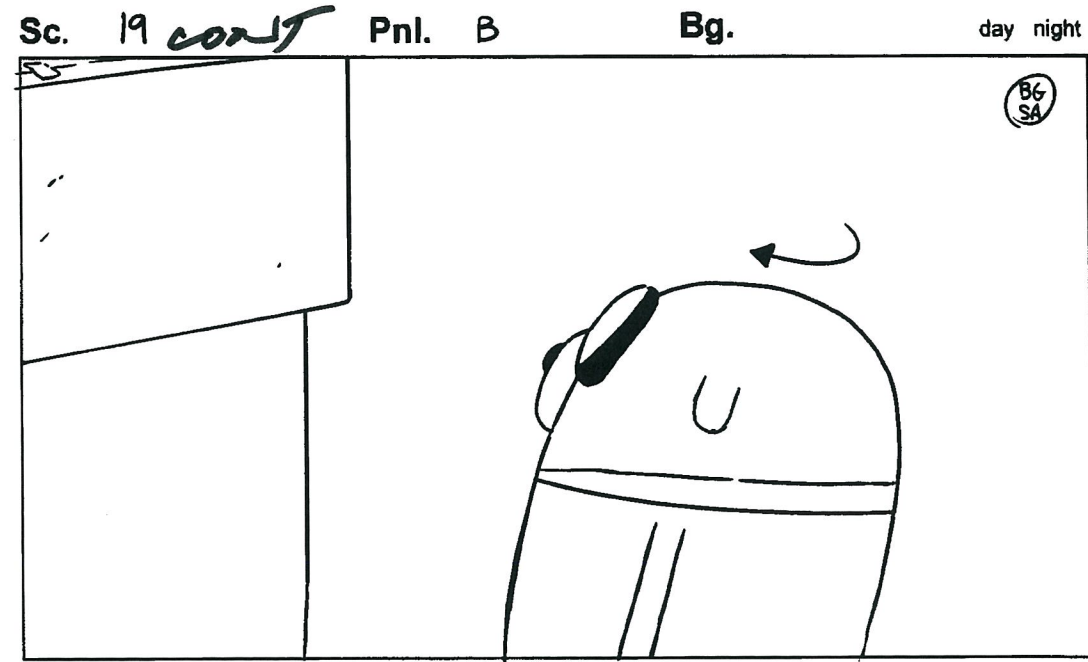
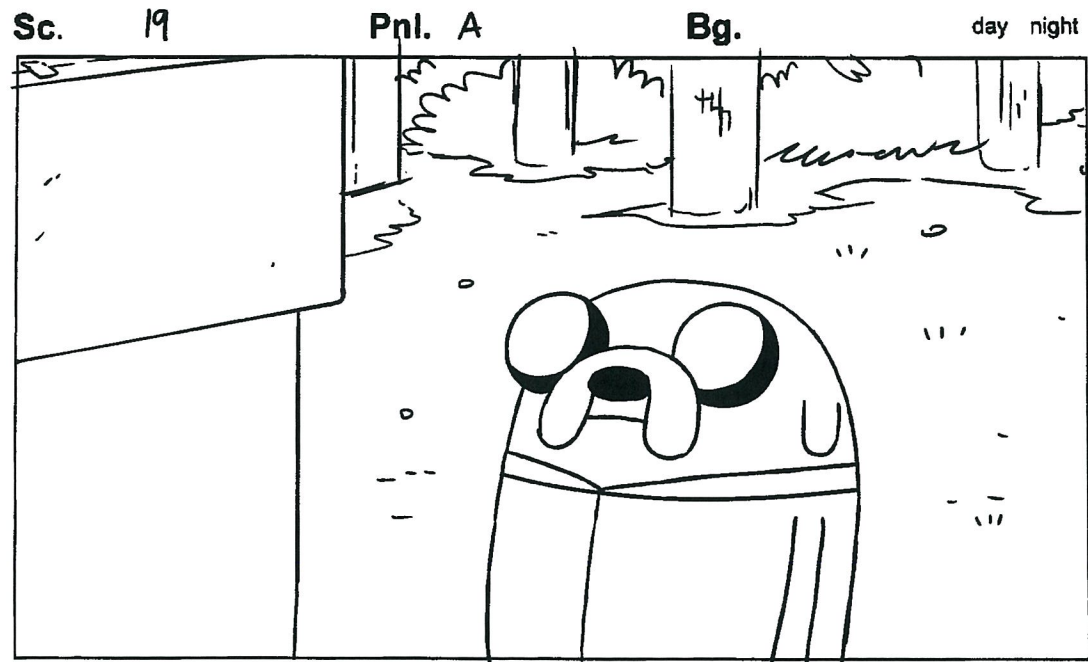
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ADVENTURE TIME



Dialog:	<p><u>KKW</u> (OS): HOW CAN I MANAGE HER TOWARDS --</p> <p><u>KKW</u> (OS): --FINANCIAL SUCCESS</p>
Action:	<p>(JAKE LOOKS BACK AT BRONWYN'S WINDOW.)</p> <p>MAR 16 2016</p>
Timing:	

1042-245

EPISODE #

1042 245

Production :

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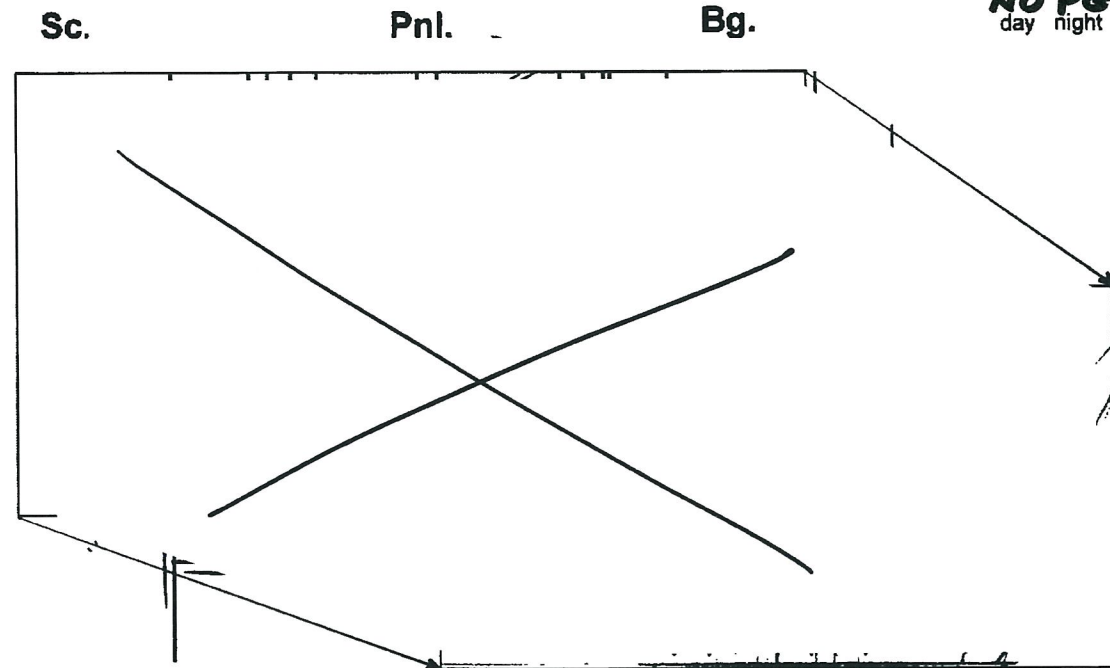
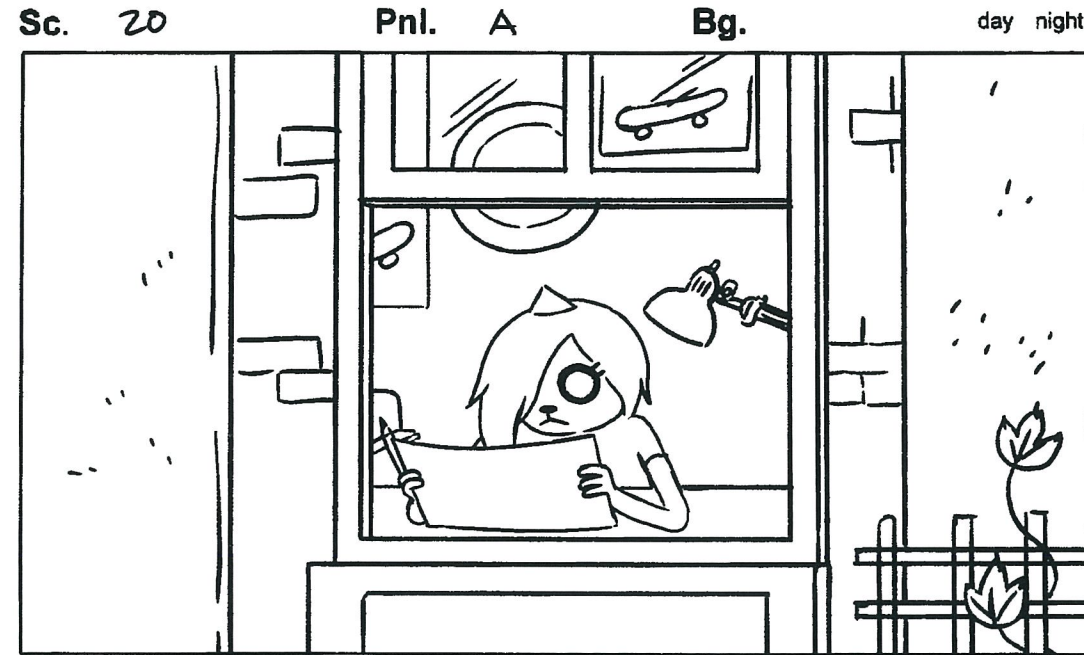
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ADVENTURE TIME



Page 40
NO PG-41
day night



Dialog:

KKW (OS): IF SHE'S - THAT -- UNENGAGED?

Action:

PAN OVER TO A TRELLIS BESIDE
BRONWYN'S WINDOW.

MAR 6 2016

Timing:

EPISODE # 1042-245

1042 245

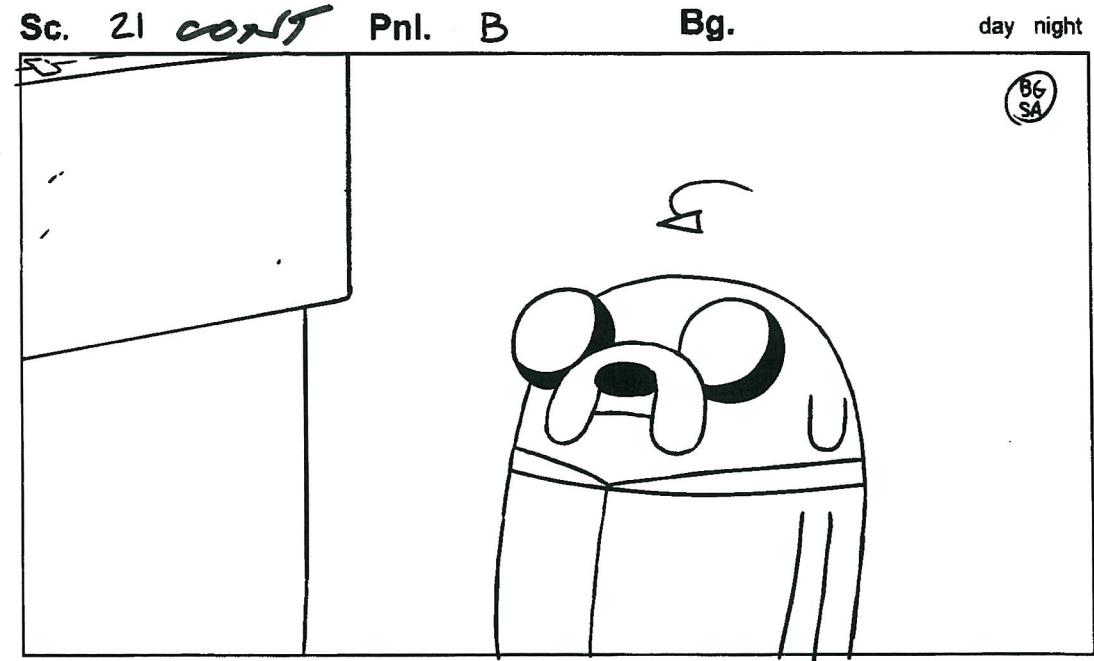
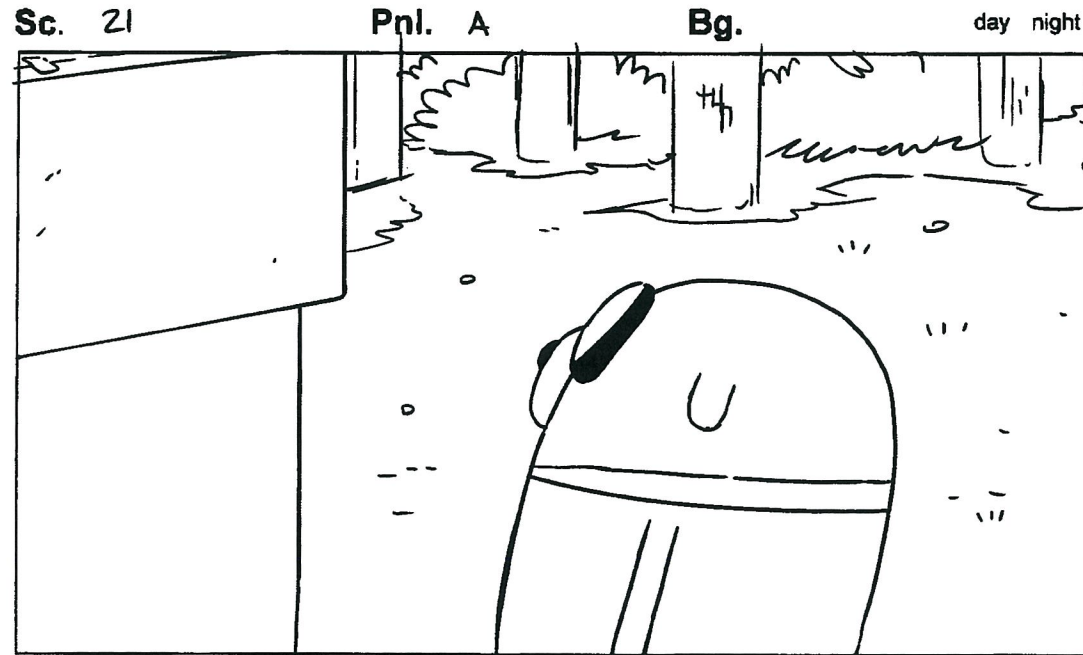
Production :

1042 245

ADVENTURE TIME



Page 42



Dialog:

KKW: I THOUGHT YOU MIGHT --

KKW: --HAVE SOME INSIGHT,

Action:

Timing:

MAR 16 2016

1042-245

EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME



Page 43

Sc. 22

Pnl. A

Bg.

day night

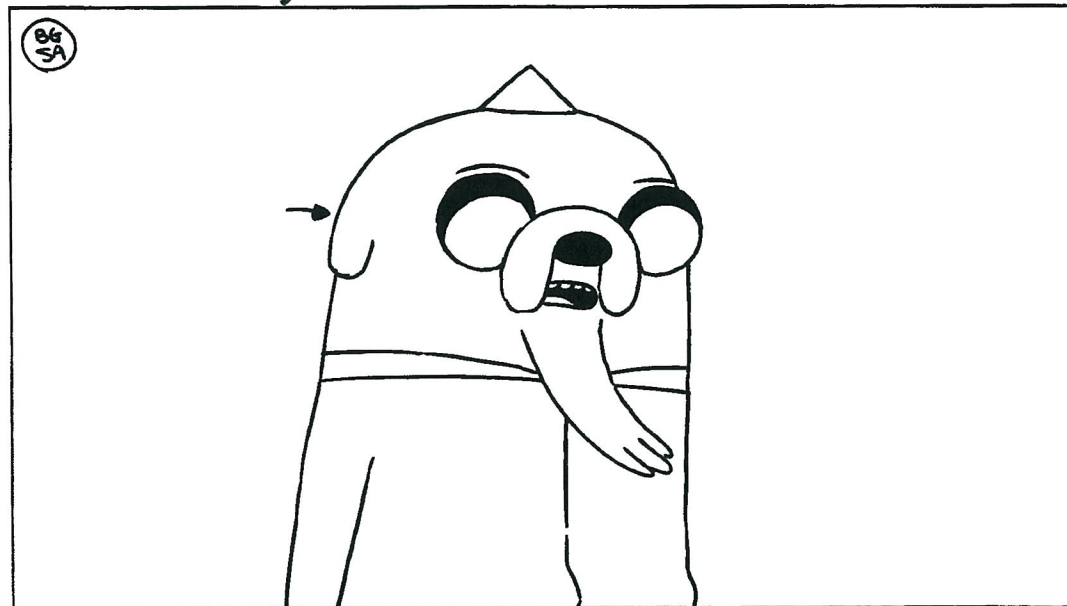


Sc. 22 *cont*

Pnl. B

Bg.

day night



Dialog:

KKW: BECAUSE OF YOUR
TEENAGE --

KKW: -- KIND OF LIFESTYLE.

Action:

- KKW LEANS FORWARD SLIGHTLY.

MAR 16 2016

Timing:

EPISODE #

Production :

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1042 245

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ADVENTURE TIME



Page ⁴⁴
~~44~~ **44A** **NEW**
day night

Sc. 23 Pnl. A Bg. day night

Sc. 23 *cont* Pnl. B Bg. day night

Dialog:		
Action:		JAKE NODS x2
Timing:		MAR 1 & 2016

EPISODE # 1042-245

Production :

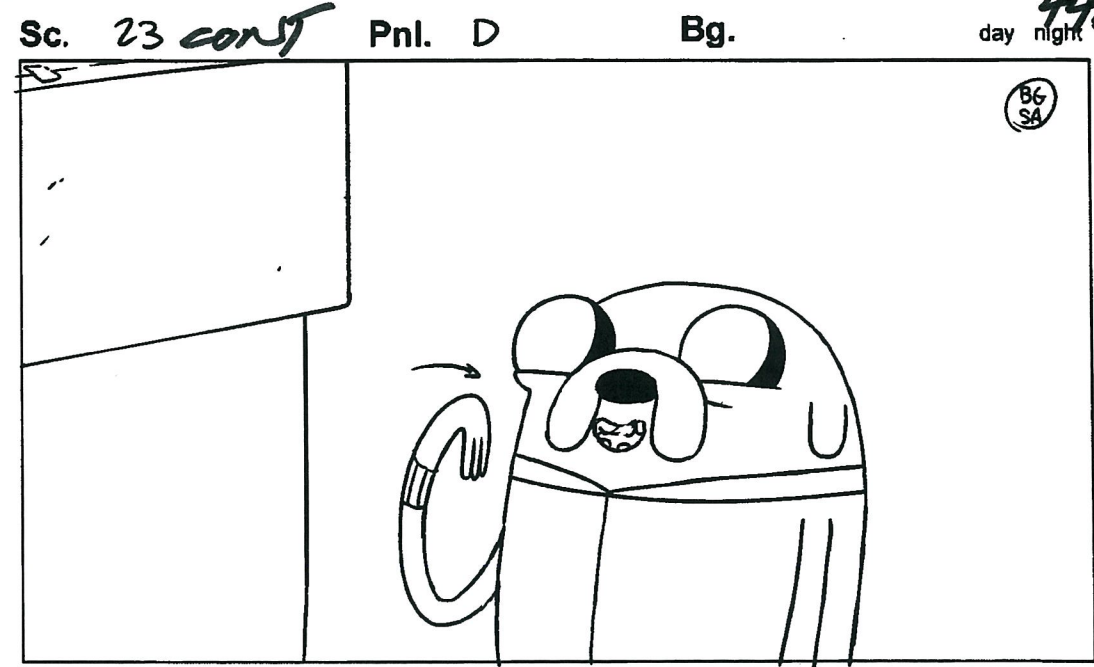
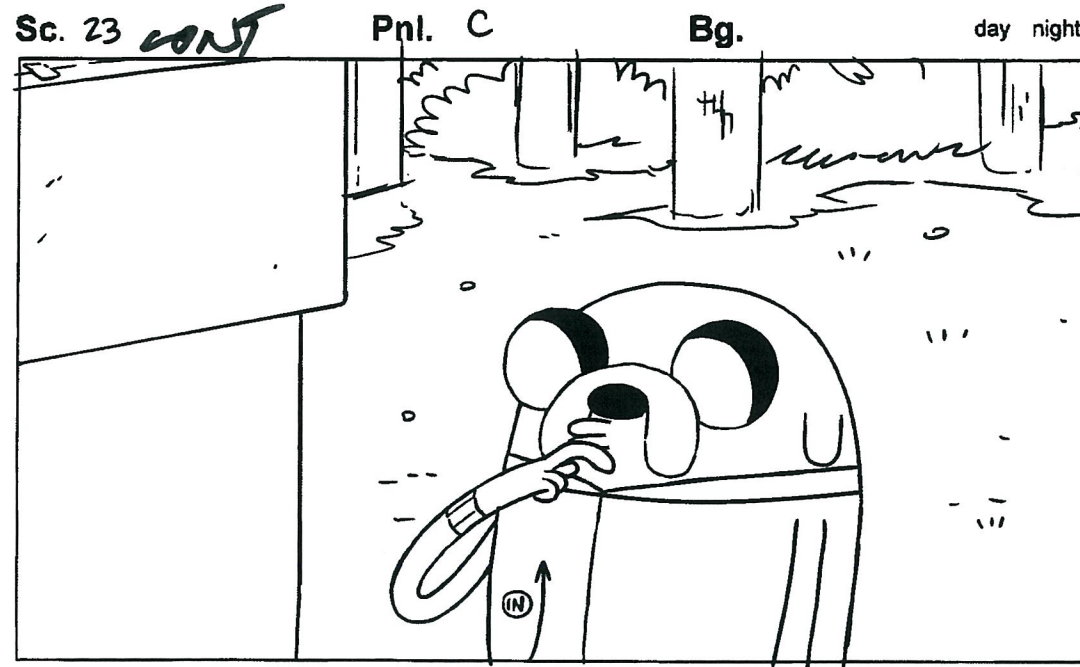
1042 245

1042 245

ADVENTURE TIME



Page 44A
~~44D~~ NEXT
 day night



Dialog:		⑤ WHAT SAY WE RIFFLE THRU HER BIZ NEXT TIME SHE'S OUT?
Action:	- J. THINKS	(CYCLE A+B 3x)
Timing:		

1042-245

EPISODE #

1042 245

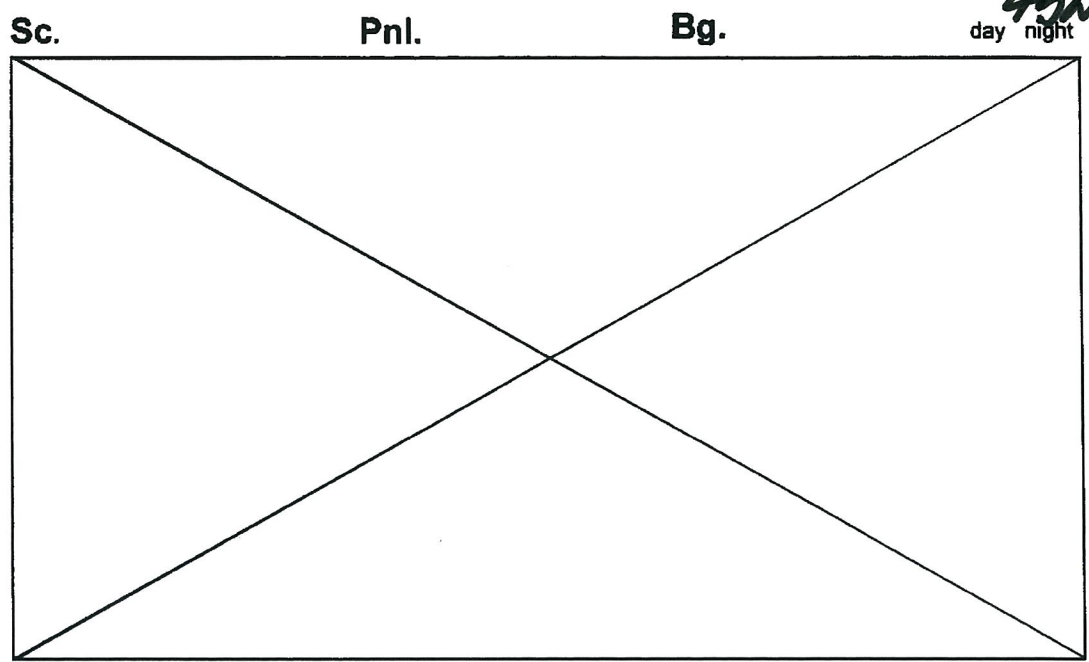
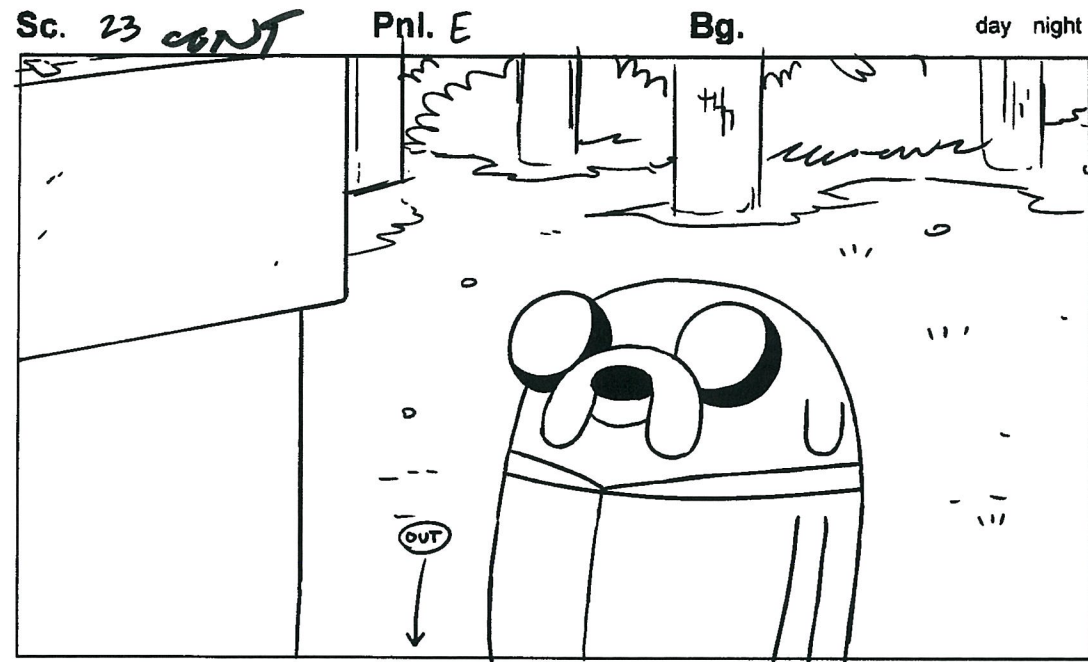
Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

MAR 18 2016

EPISODE # 1042-245

Production :

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1042 245

ADVENTURE TIME



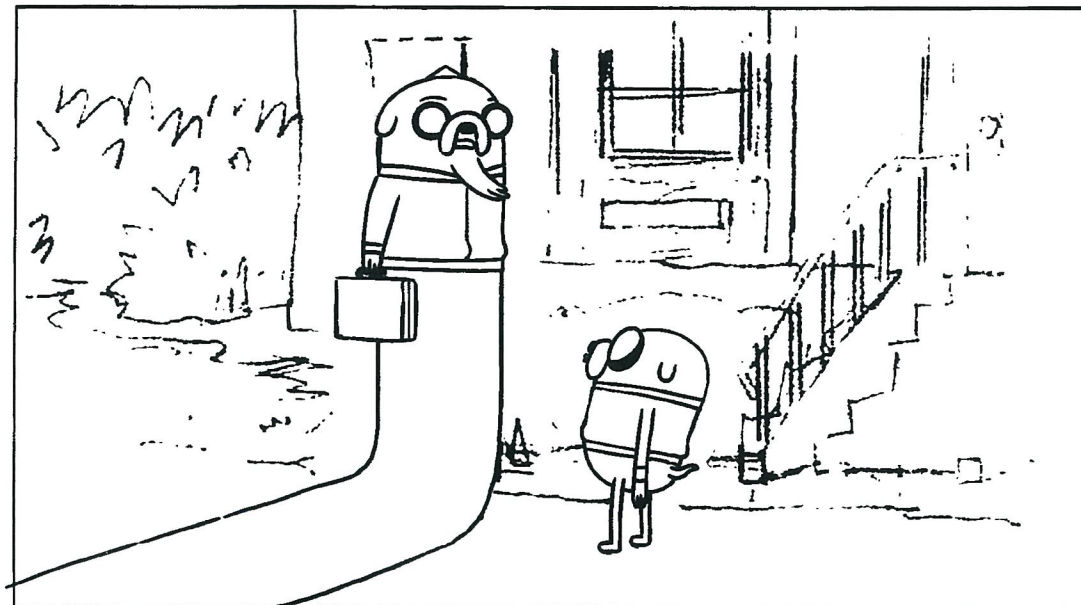
Page 45

Sc. 24

Pnl. A

Bg.

day night

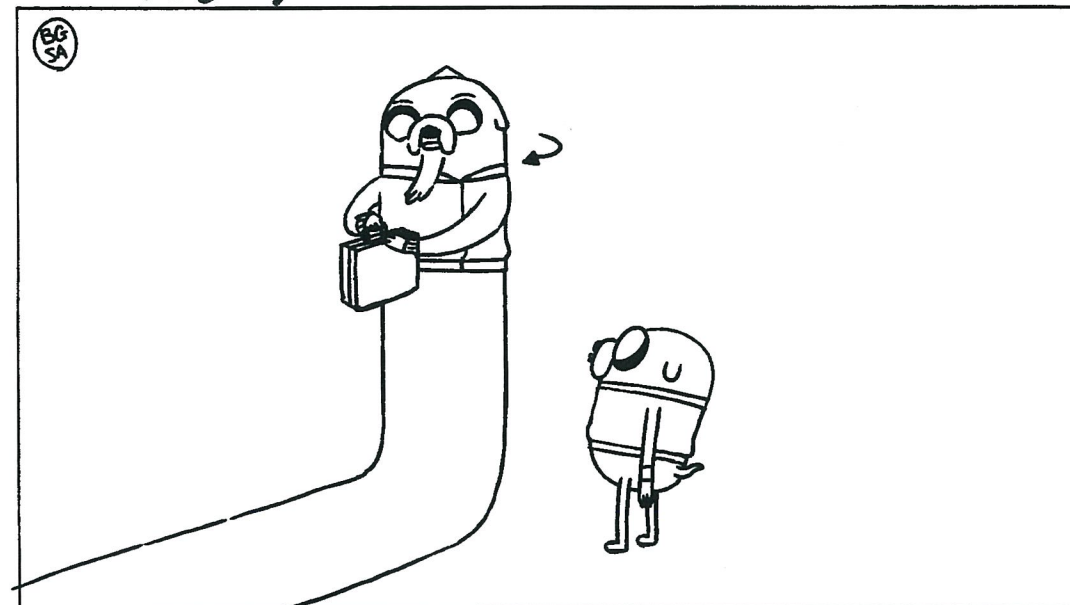


Sc. 24 *cont*

Pnl. B

Bg.

day night



Dialog:

KKW: WELL, I'M NO SNOOP--

KKW: BUT...

Action:

- KKW REACHES FOR BRIEF CASE.

Timing:

MAR 16 2016

Production :

EPISODE #

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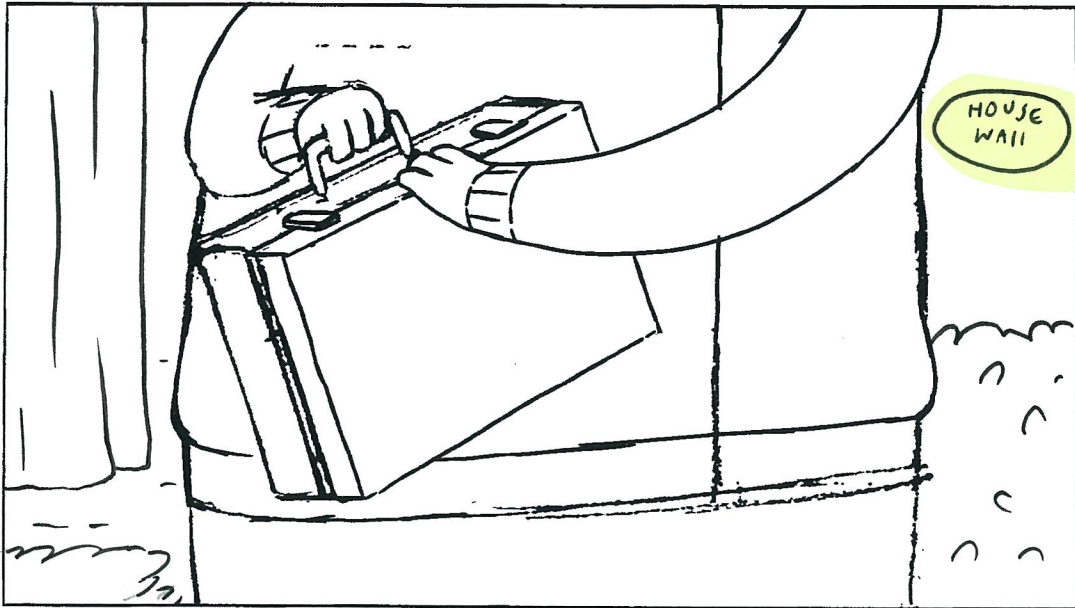
1042 245

1042 245

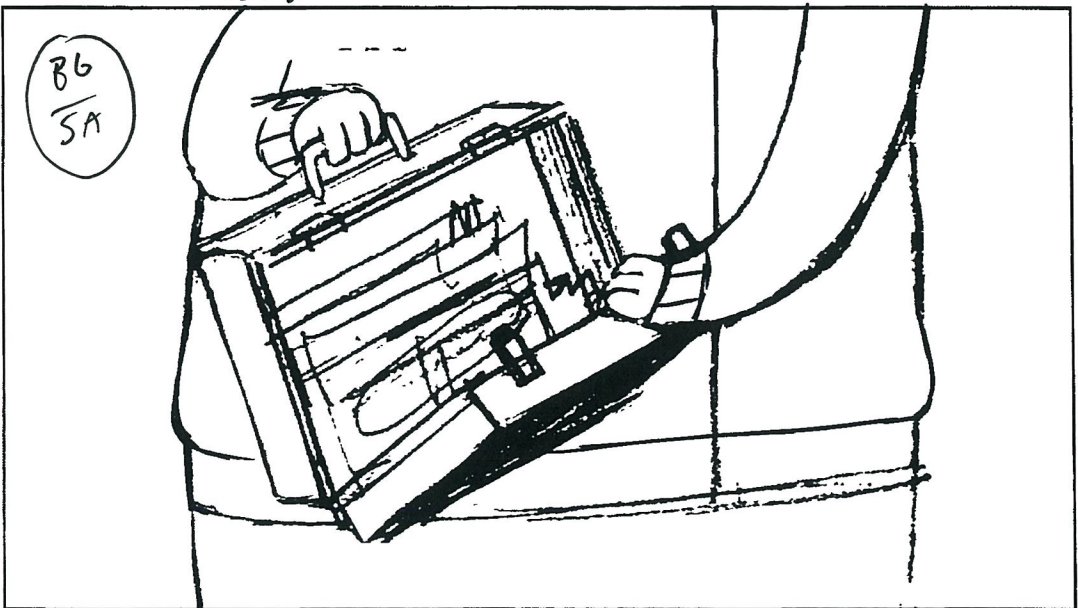
ADVENTURE TIME



Sc. 25 Pnl. A Bg. day night



Sc. 25 cont Pnl. B Bg. day night



Dialog:	<p><u>KKW</u>: -- I FOUND THESE UNUSUAL --</p>	<p><u>KKW</u>: --GRAPHICS --</p>
Action:	<p>-- KKW OPENS HIS BRIEFCASE.</p>	
Timing:	<p>MAR 16 2016</p>	

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Production :

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ADVENTURE TIME



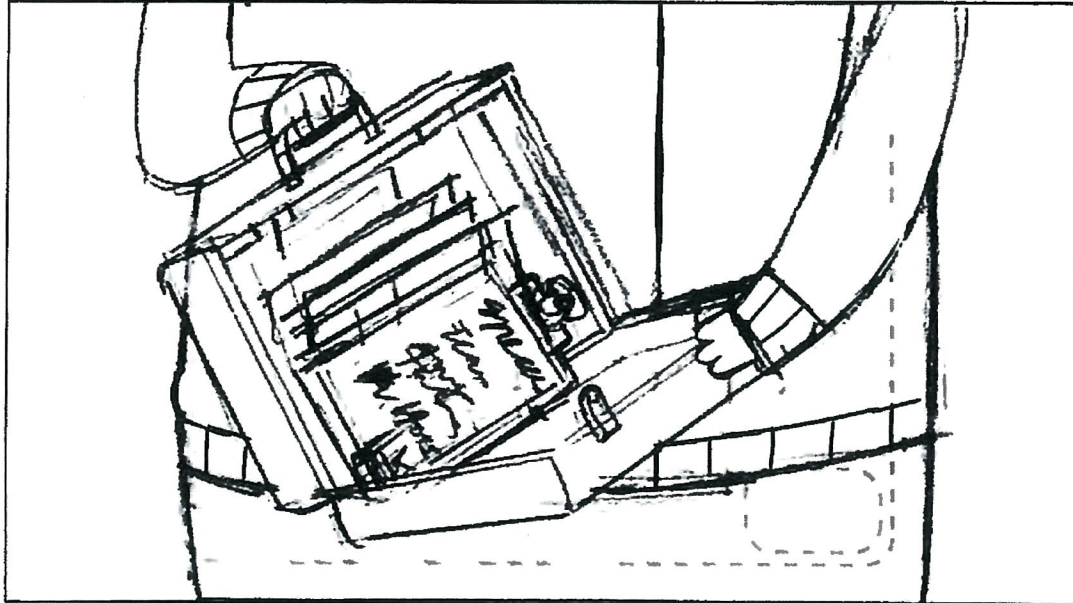
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Sc. 25 *cont*

Pnl. C

Bg.

day night

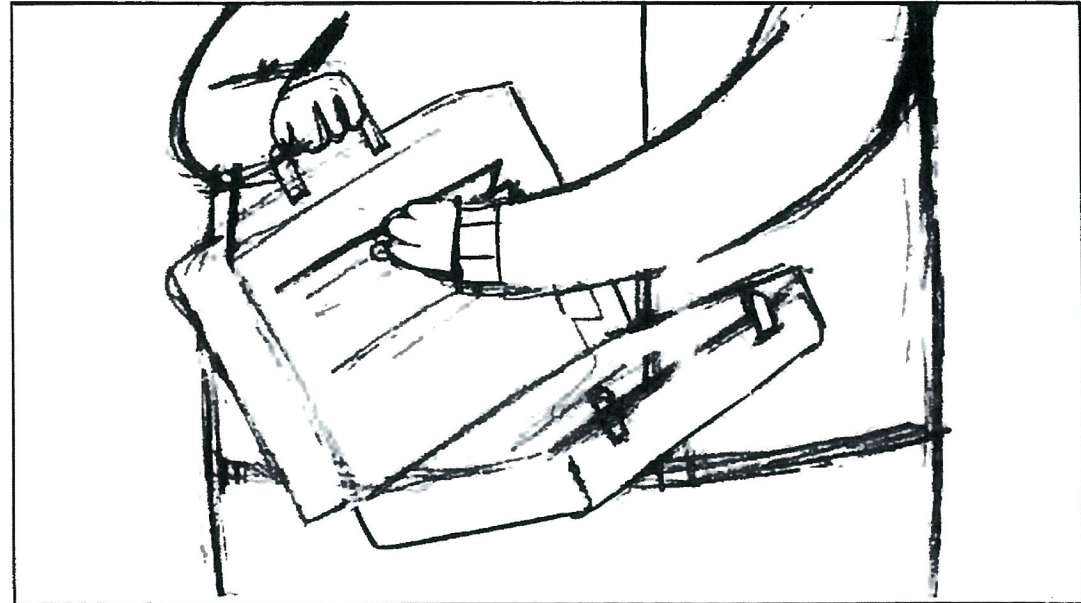


Sc. 25 *cont*

Pnl. D

Bg.

day night



Dialog:

KKW: IN HER --

KKW: RECYCLING BIN.

Action:

Timing:

MAR 16 2016

Production :

EPISODE #

1042-245

1042 245

1042 245

ADVENTURE TIME



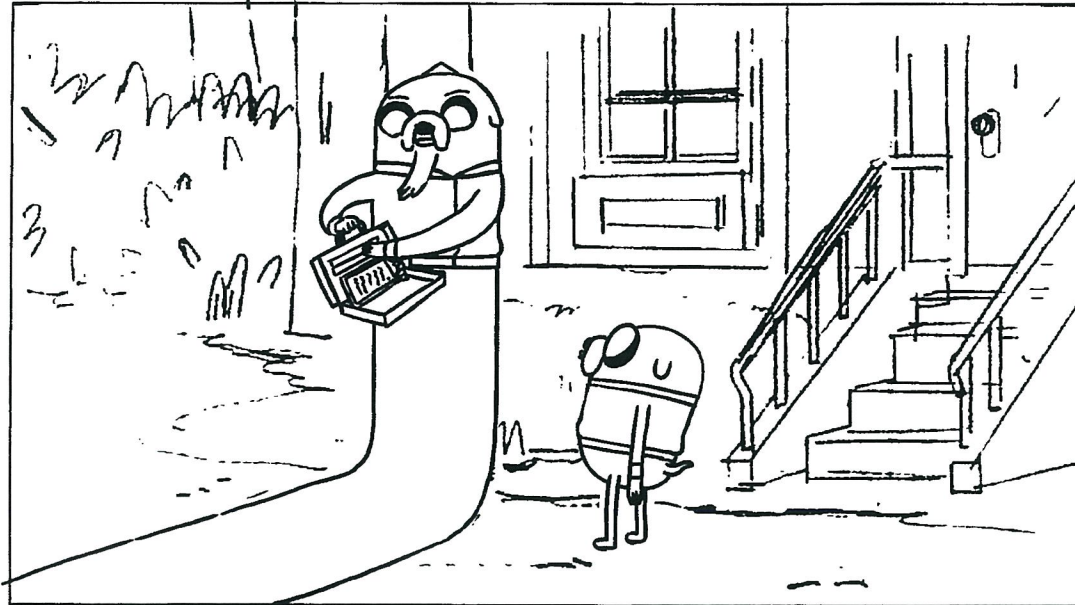
Page 48

Sc. 26

Pnl. A

Bg.

day night

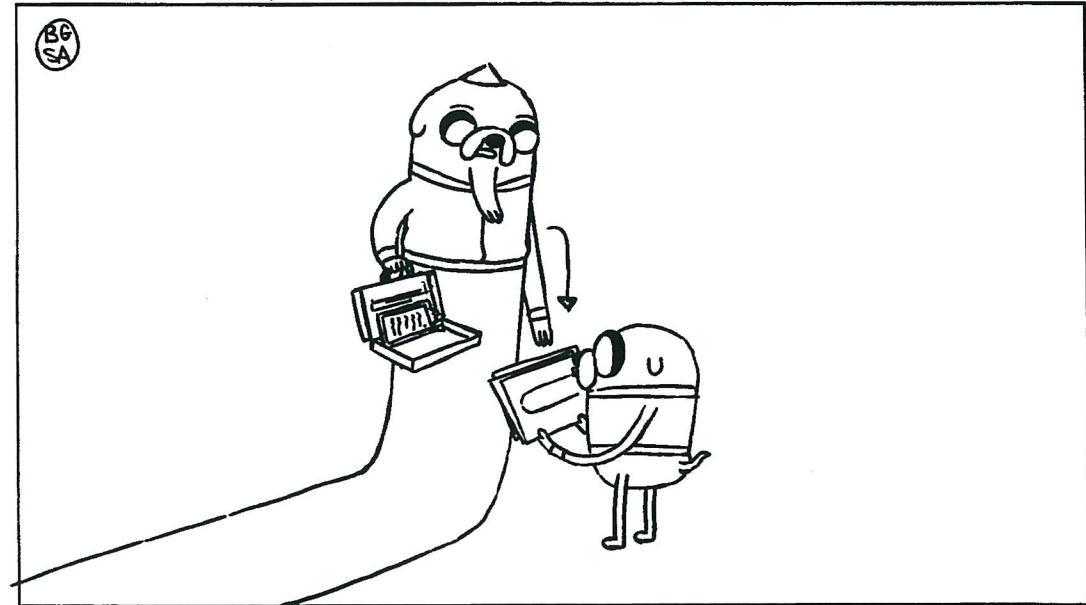


Sc. 26 *cont*

Pnl. B

Bg.

day night

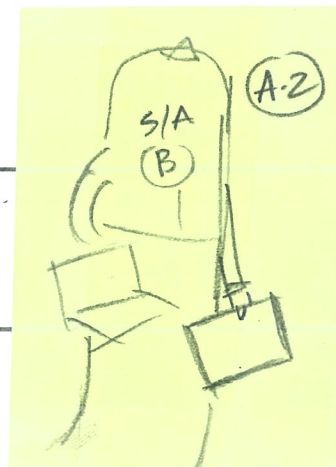
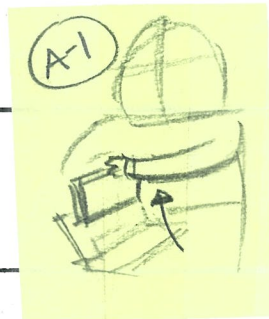


Dialog:

KKW: WHAT DO YOU --

Action:

Timing:



KKW: -- MAKE OF THESE?

- KKW HANDS PAPERS TO JAKE.



MAR 16 2013

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EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME



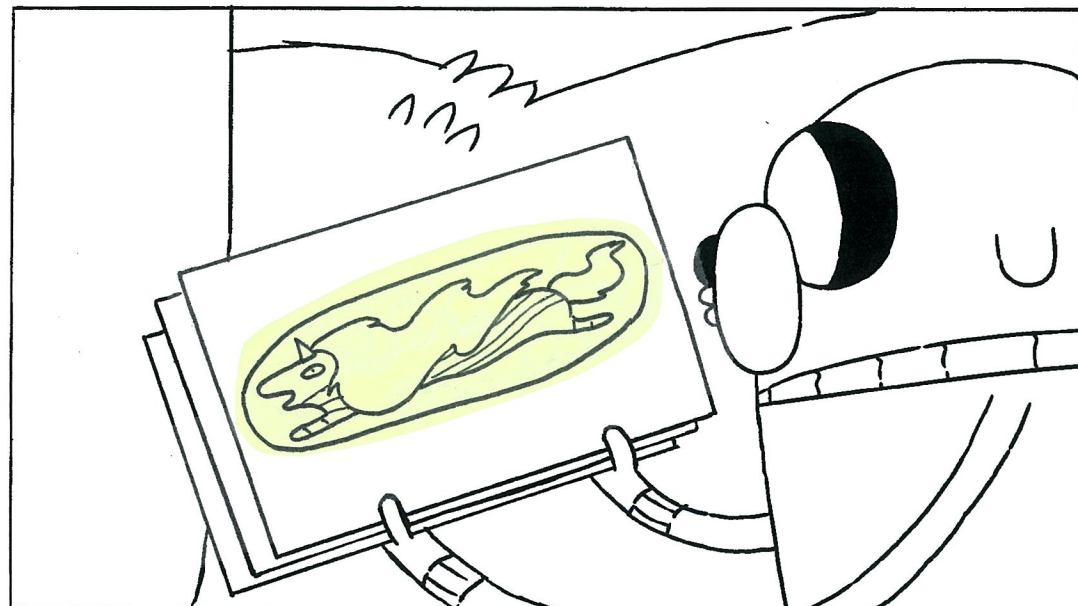
Page 49

Sc. 27

Pnl. A

Bg.

day night

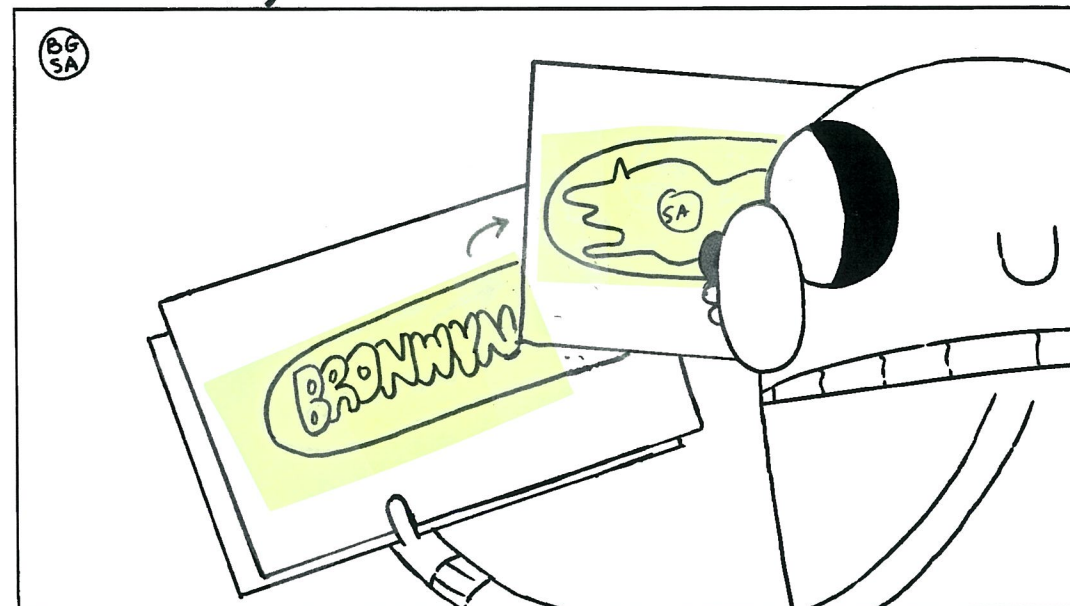


Sc. 27 *cont*

Pnl. B

Bg.

day night



Dialog:

J: OH!

Action:

- JAKE FLIPS THROUGH GRAPHICS.

Timing:

MAR 16 2016

Production :

EPISODE #

1042-245

1042 245

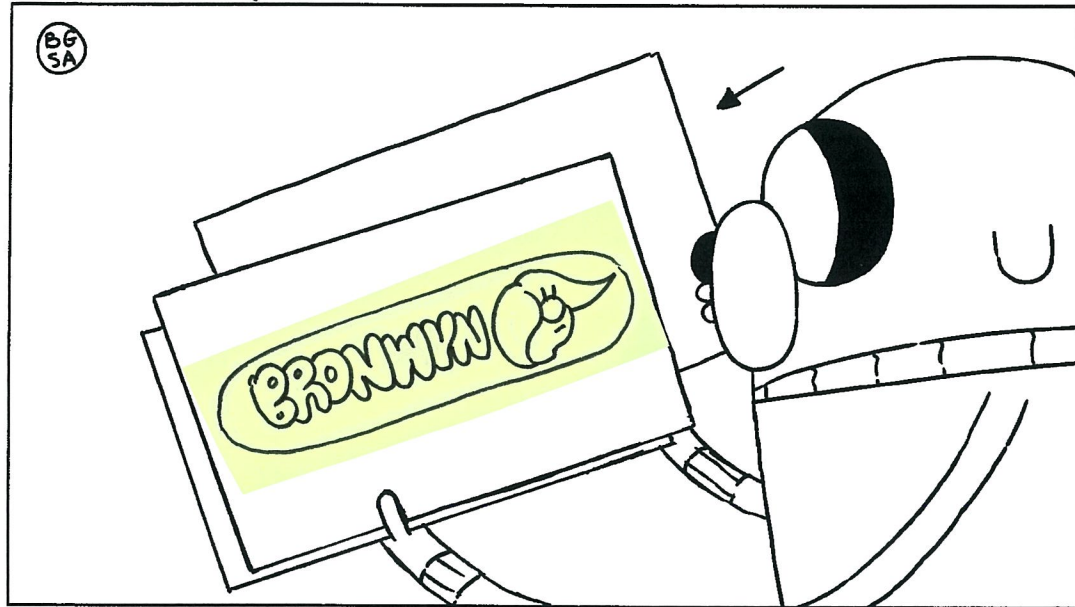
1042 245

ADVENTURE TIME

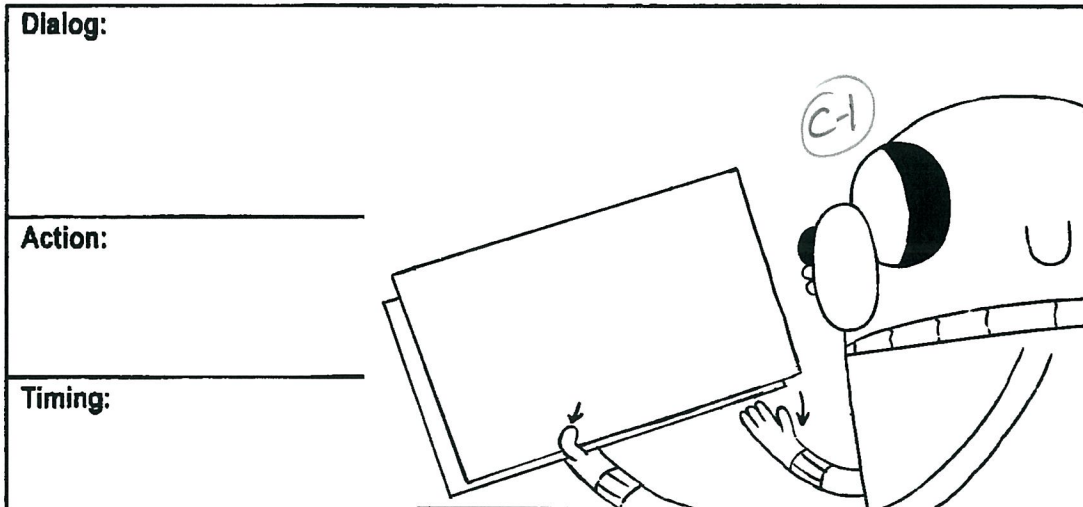
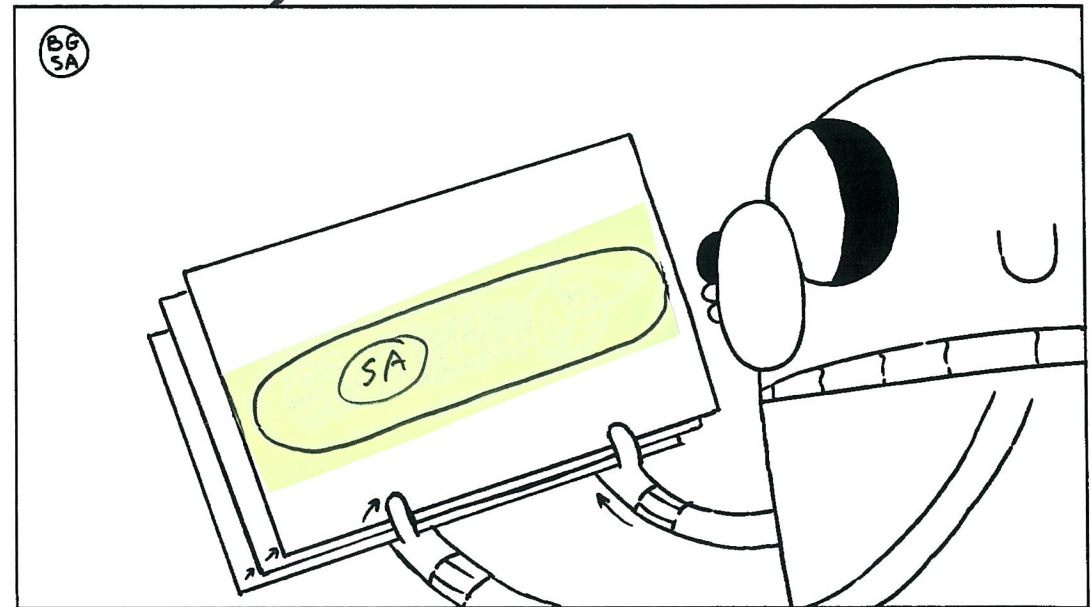


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Sc. 27 *cont* Pnl. C Bg. day night



Sc. 27 *cont* Pnl. D Bg. day night



J: MM-HM---

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EPISODE #

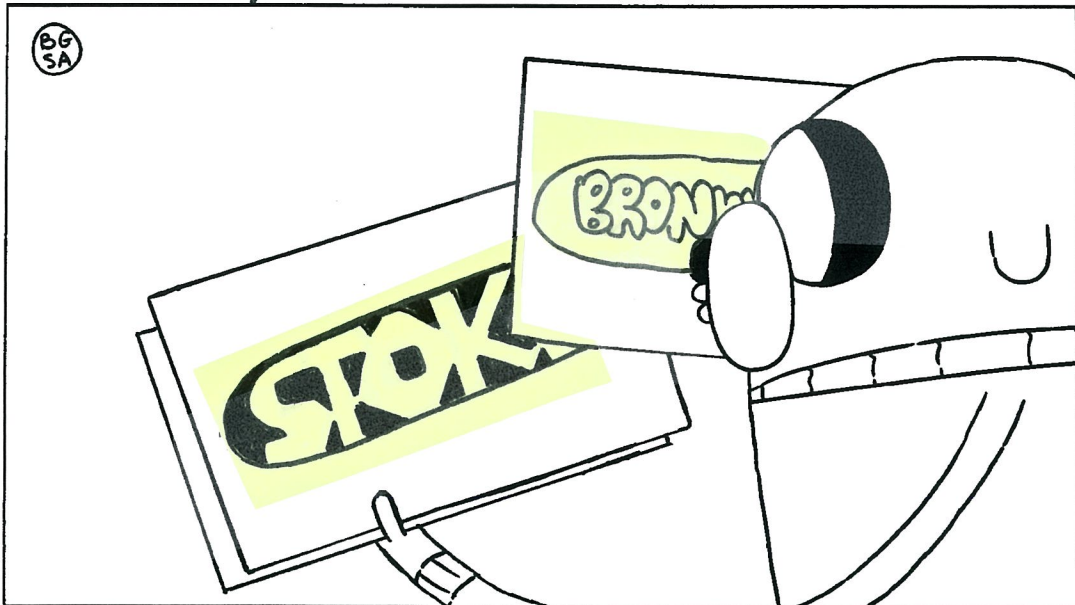
Production :

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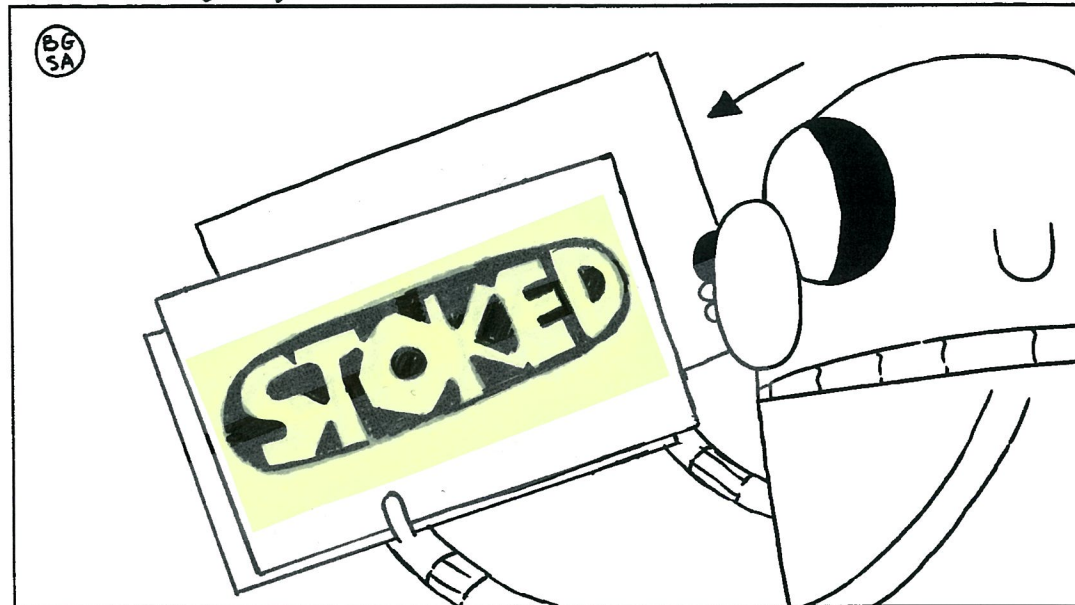
ADVENTURE TIME



Sc. 27 *cont* Pnl. E Bg. day night



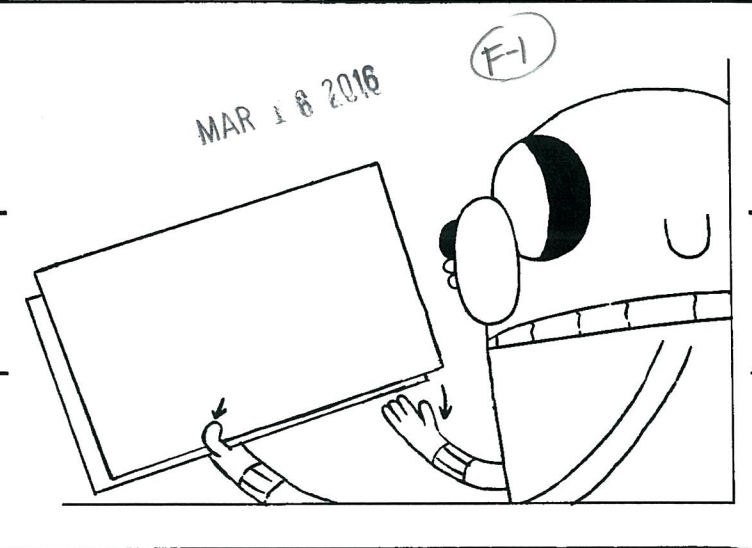
Sc. 27 *cont* Pnl. F Bg. day night



Dialog:

Action:

Timing:



EPISODE # 1042-245

Production :

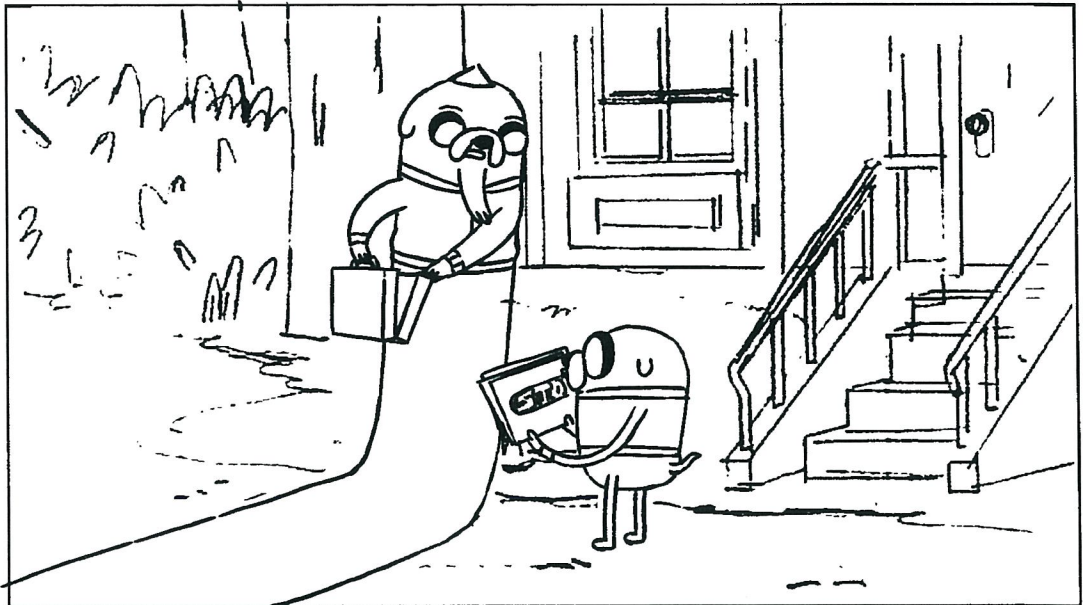
ADVENTURE TIME



Sc. 27 *CONT* Pnl. G Bg. day night



Sc. 28 Pnl. A Bg. day night



Dialog:

J: AH-H-H-H!

KKW: WHAT ARE YOU THINKING?

Action:

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Timing:

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EPISODE #

Production :

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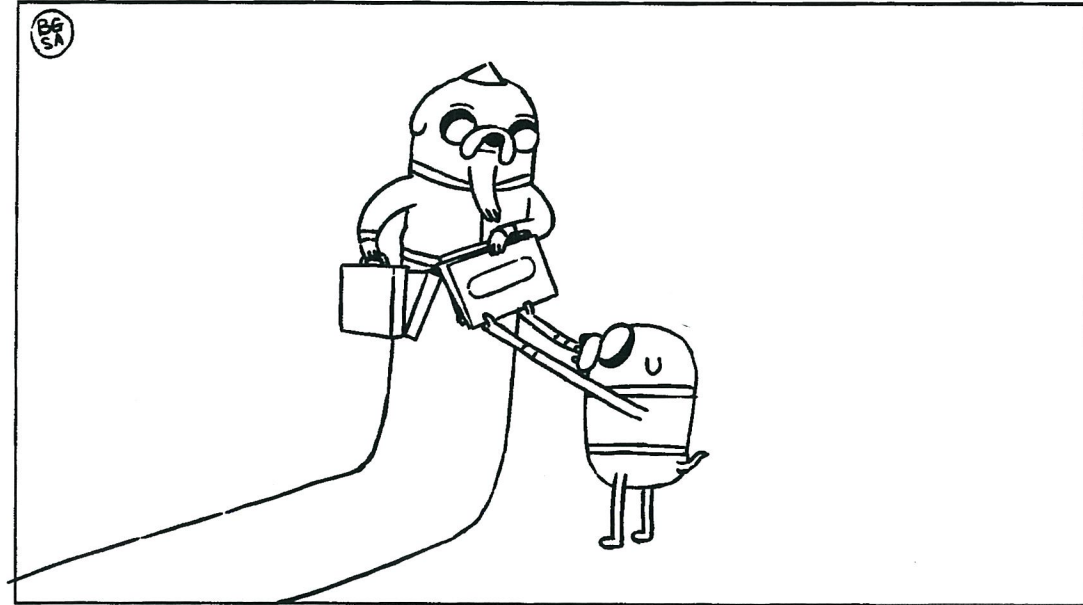
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ADVENTURE TIME

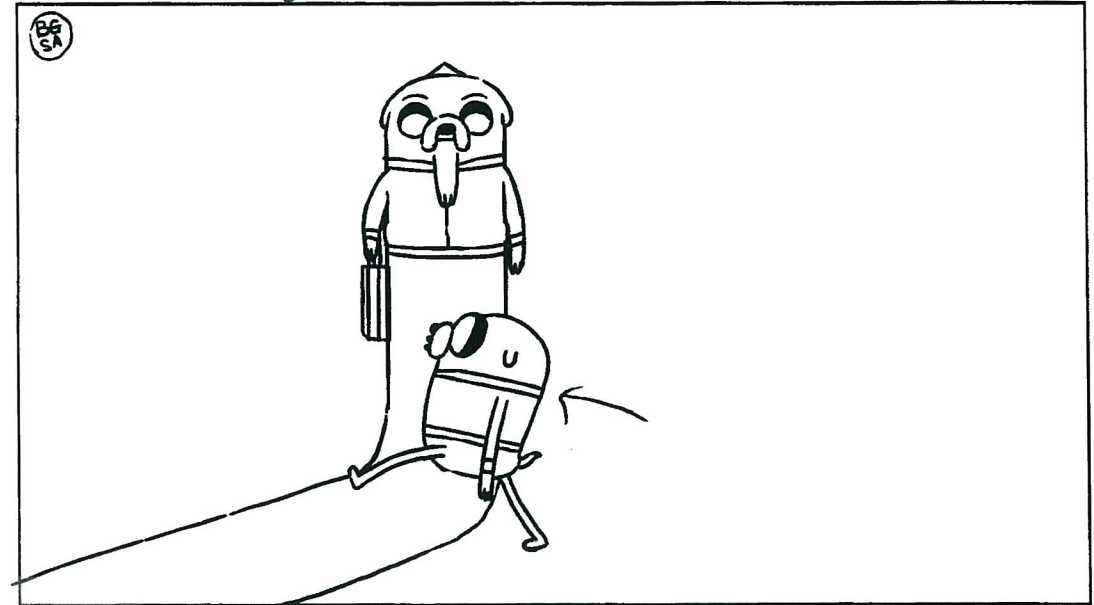


Page **53**

Sc. **28 cont** Pnl. **B** Bg. day night



Sc. **28 cont** Pnl. **C** Bg. day night



Dialog: **A, B** J = ... Not sure yet...

Action: -J, HANDS GRAPHICS BACK TO KKW.

Timing:



J = I'LL HAVE TO

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Production :

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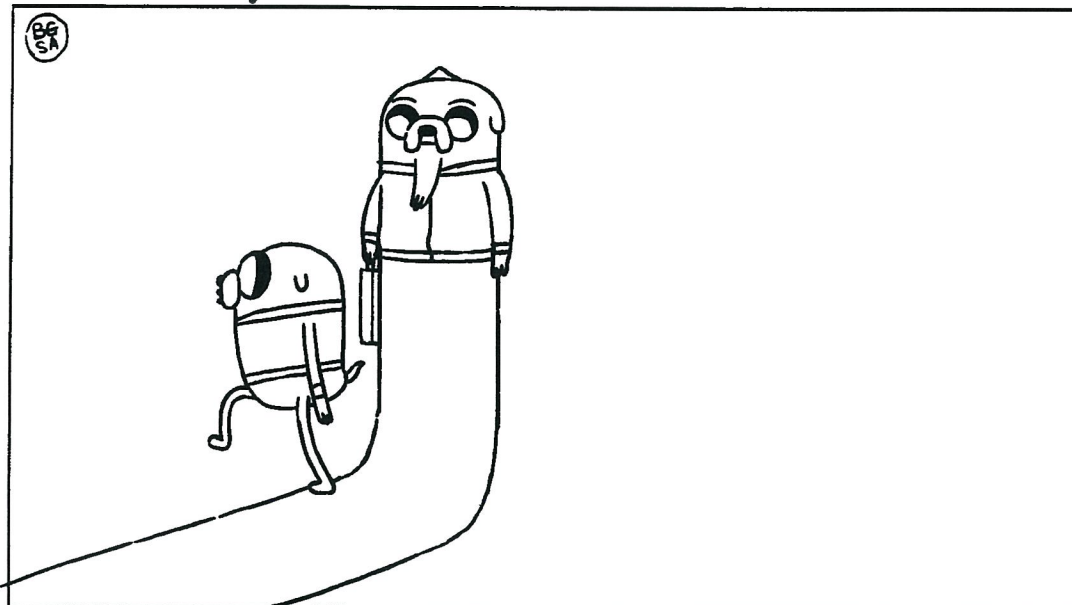
Page 54

Sc. 28 *CONT*

Pnl. D

Bg.

day night

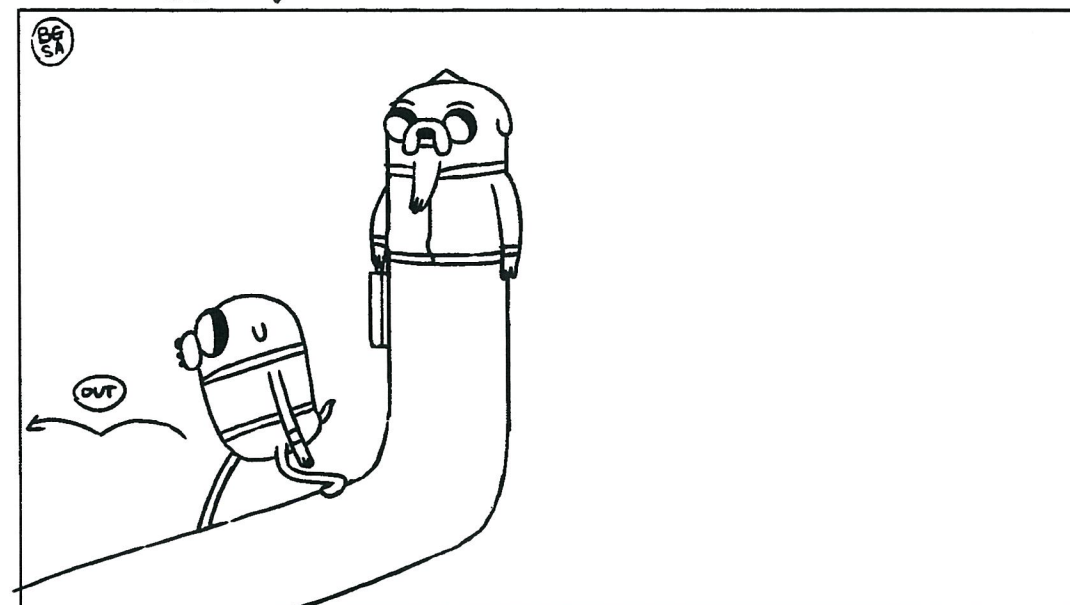


Sc. 28 *CONT*

Pnl. E

Bg.

day night



Dialog:

J: -- SLEEP ON IT.

Action:

JAKE STEPS OVER KKW.

- J. WALKS OFF/→

MAR 16 2016

Timing:

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Production :

1042 245

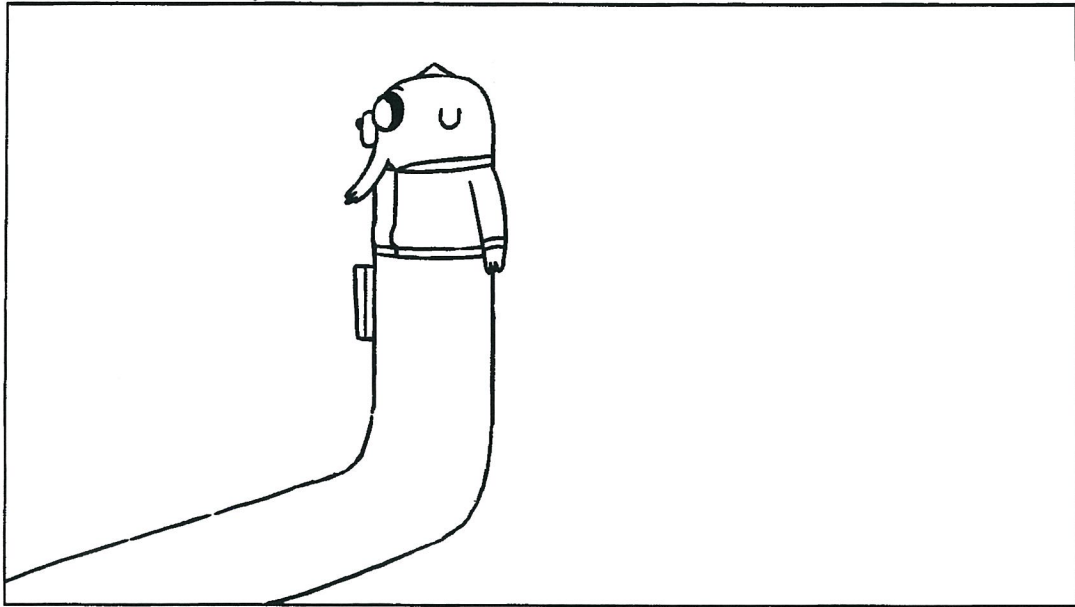
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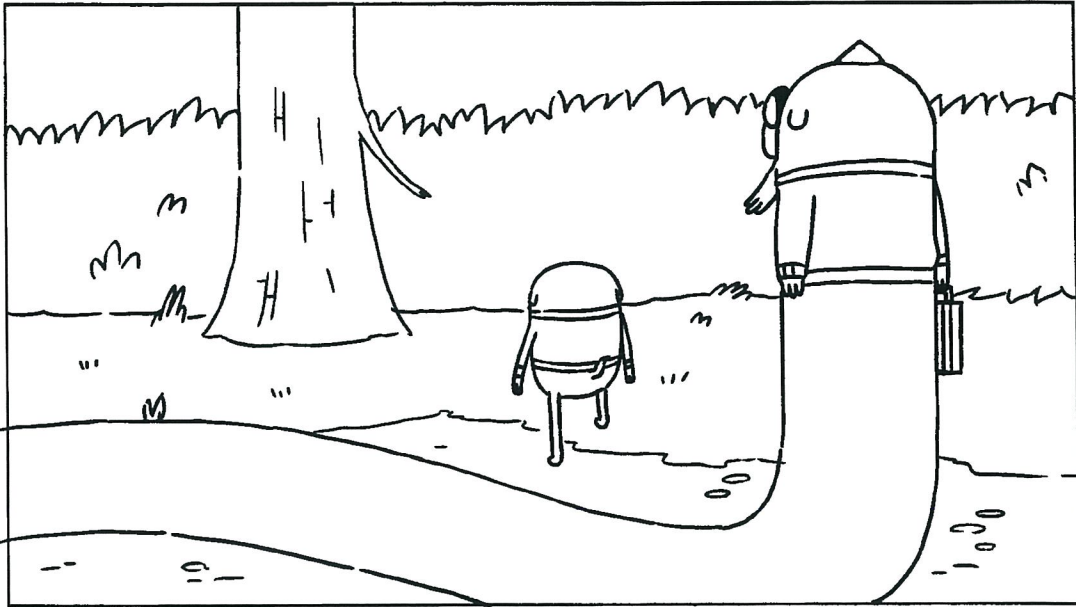
ADVENTURE TIME

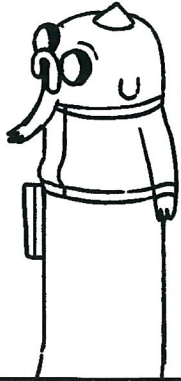
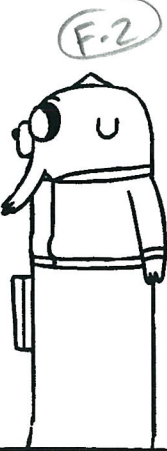


Sc. 28 *cont* Pnl. F Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog:	<i>KKW</i> : OH ... UM ...	<i>J</i> : I'LL LET YOU KNOW --
Action:	 <i>F-1</i>	 <i>F-2</i>
Timing:		

MAR 16 2016

Production :

EPISODE #

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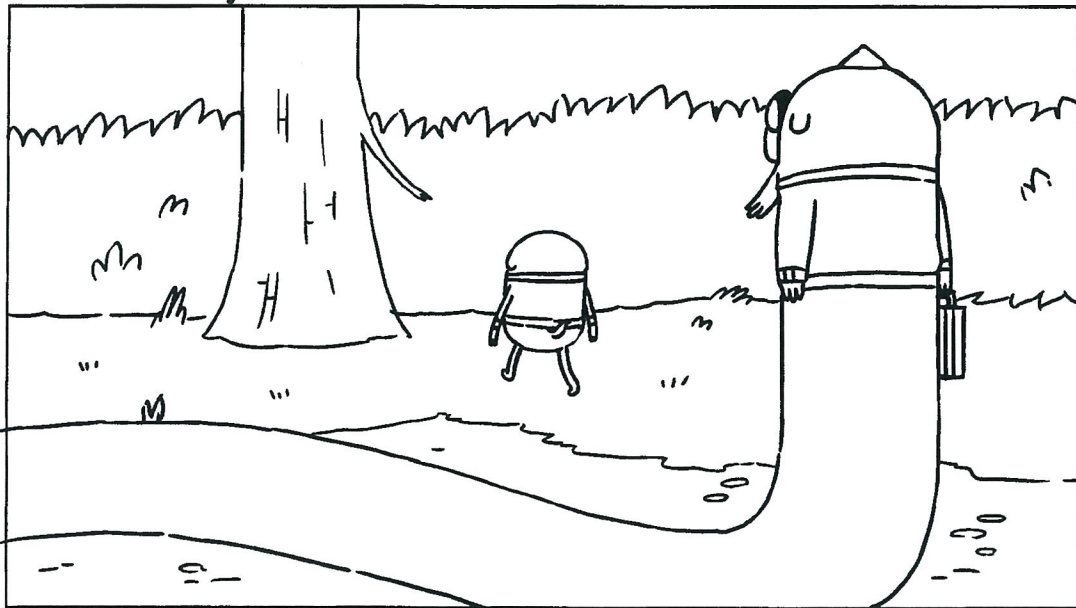
1042 245

1042 245

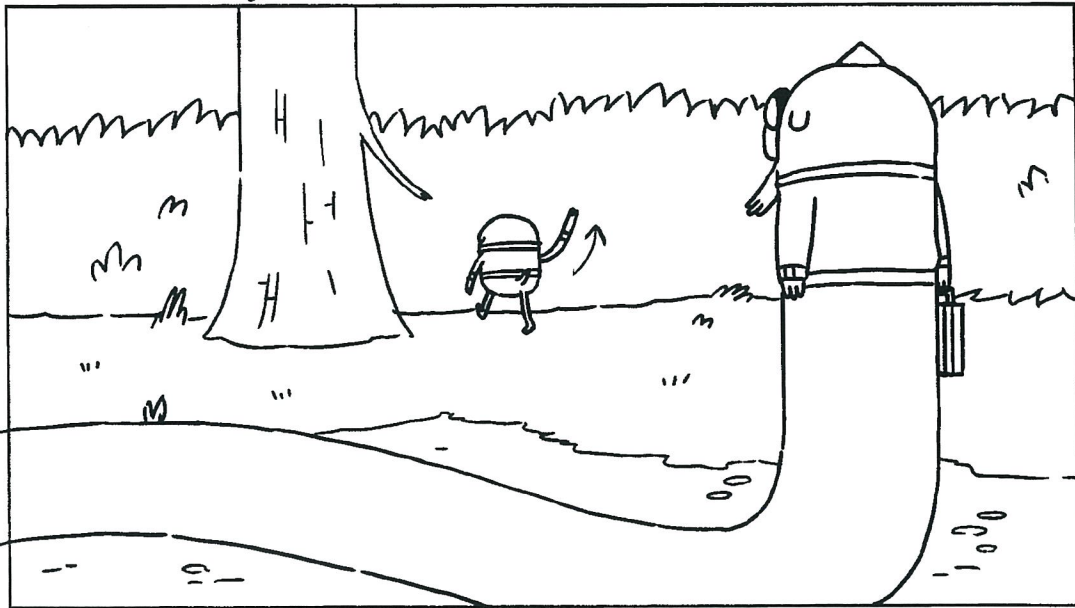
ADVENTURE TIME



Sc. 29 *cont* Pnl. B Bg. day night



Sc. 29 *cont* Pnl. C Bg. day night



Dialog:	J: -- TOMORROW --	J: -- IF I THINK OF ANYTHING.
Action:		
Timing:		

MAR 6 2016

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EPISODE #

1042 245

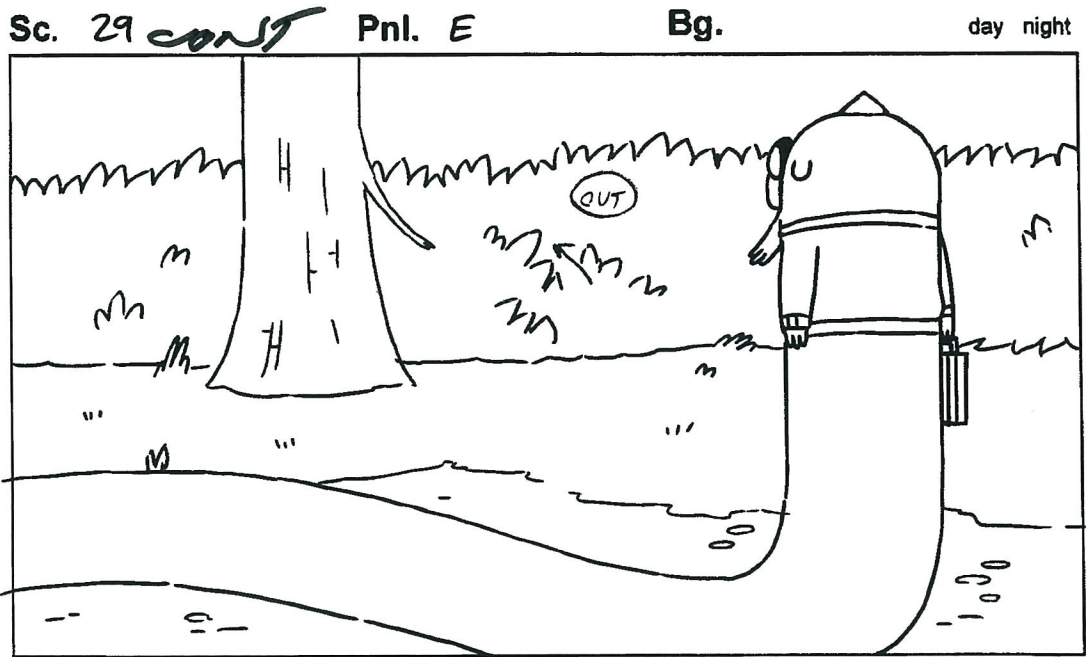
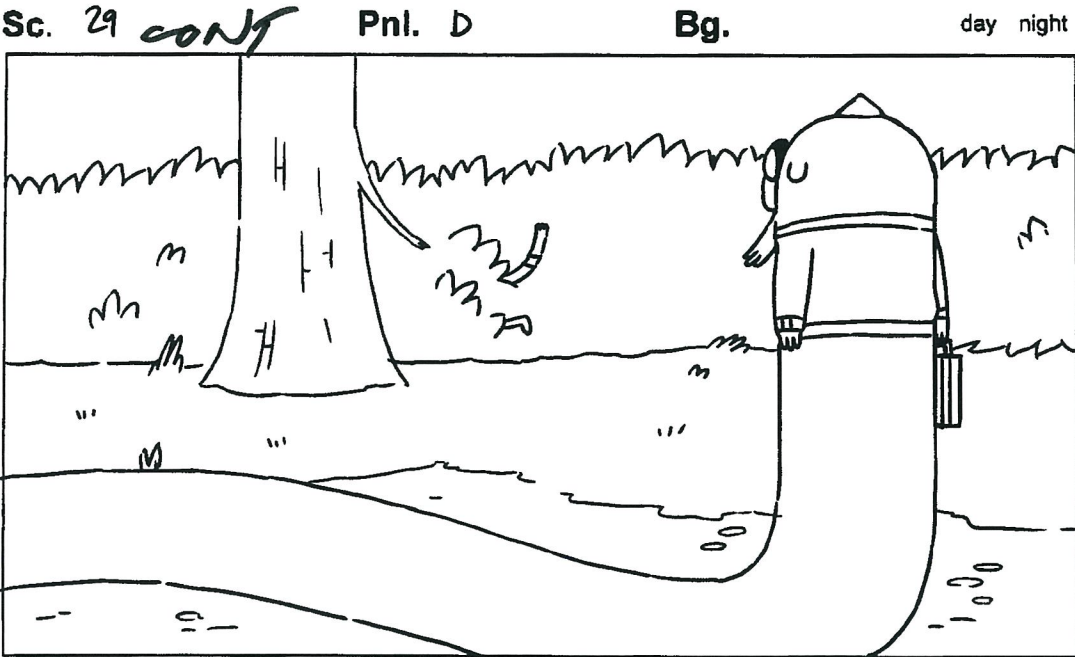
Production :

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ADVENTURE TIME



Dialog:	SFX: [SCRUNCH]
Action:	- JAKE WALKS INTO THE BUSHES.
Timing:	MAR 18 2016

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Production :

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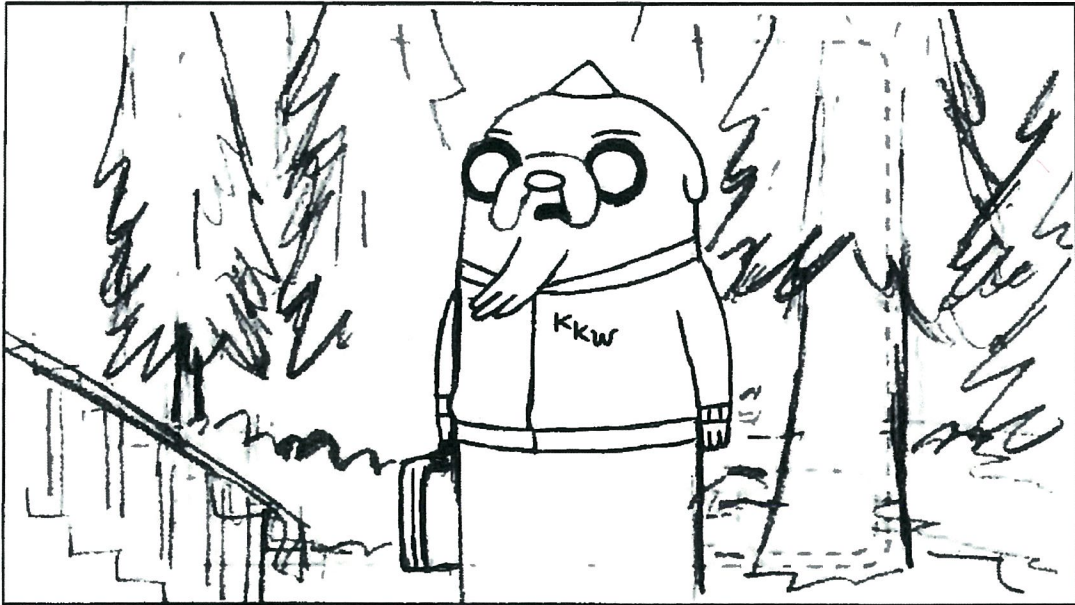
1042 245

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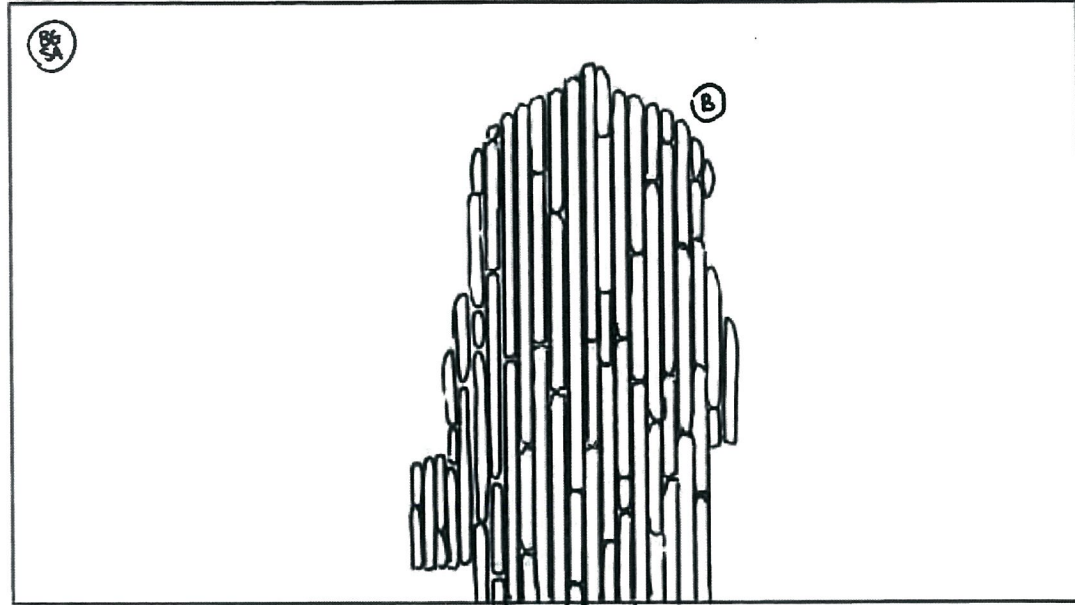
ADVENTURE TIME



Sc. 30 Pnl. A Bg. day night



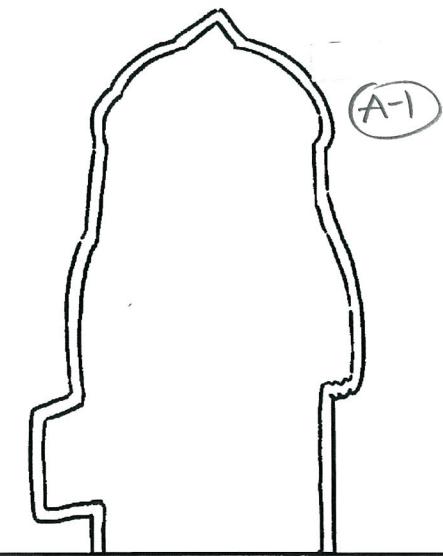
Sc. 30 *cont* Pnl. B Bg. day night



Dialog: [BEAT]
KKW: WEIRD.

Action:

Timing:



SFX: * VMMM *

- KKW TELEPORTS OFF/S.

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Production :

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0117016

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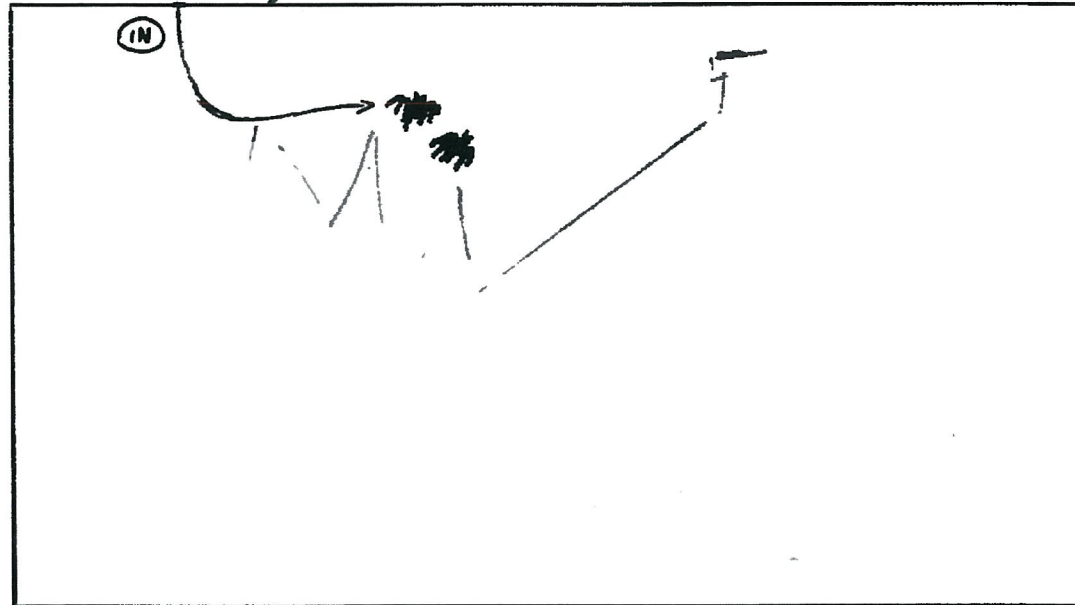
ADVENTURE TIME

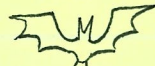



Sc. 31 Pnl. A Bg. day night



Sc. 31 *CONT* Pnl. B Bg. day night



Dialog:		<u>BATS</u> = EEE! EEE!	
Action:		- BATS FLY ON/S,	
Timing:		<div>CYCLE (A)(B)(A)(B), etc</div> <div>(A) (B)</div> <div> </div>	

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Production :

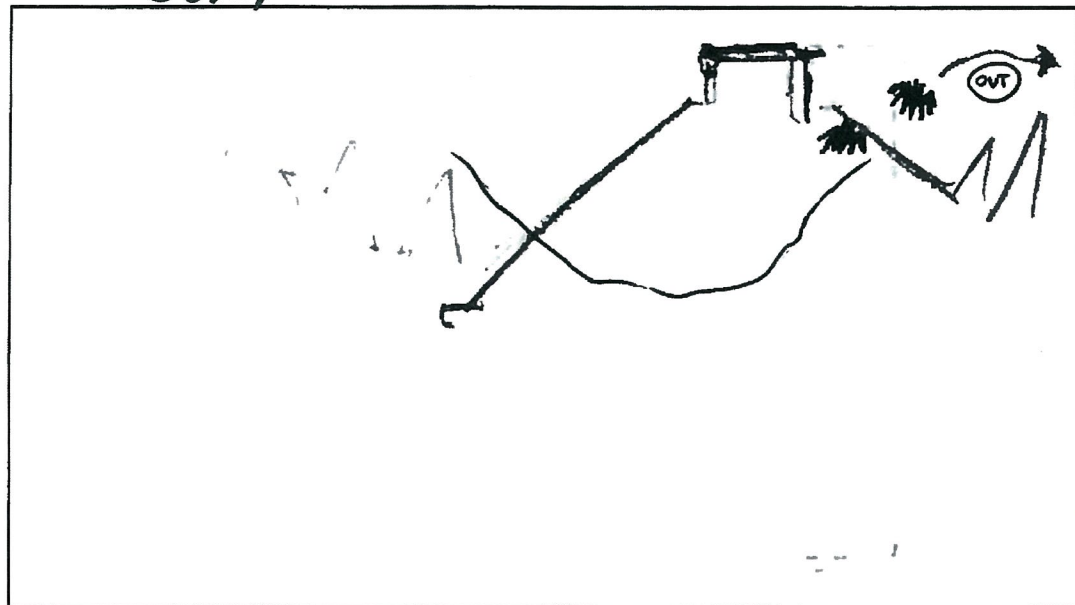
1042 245

ADVENTURE TIME



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Sc. 31 *cont* Pnl. C Bg. day night



Dialog:

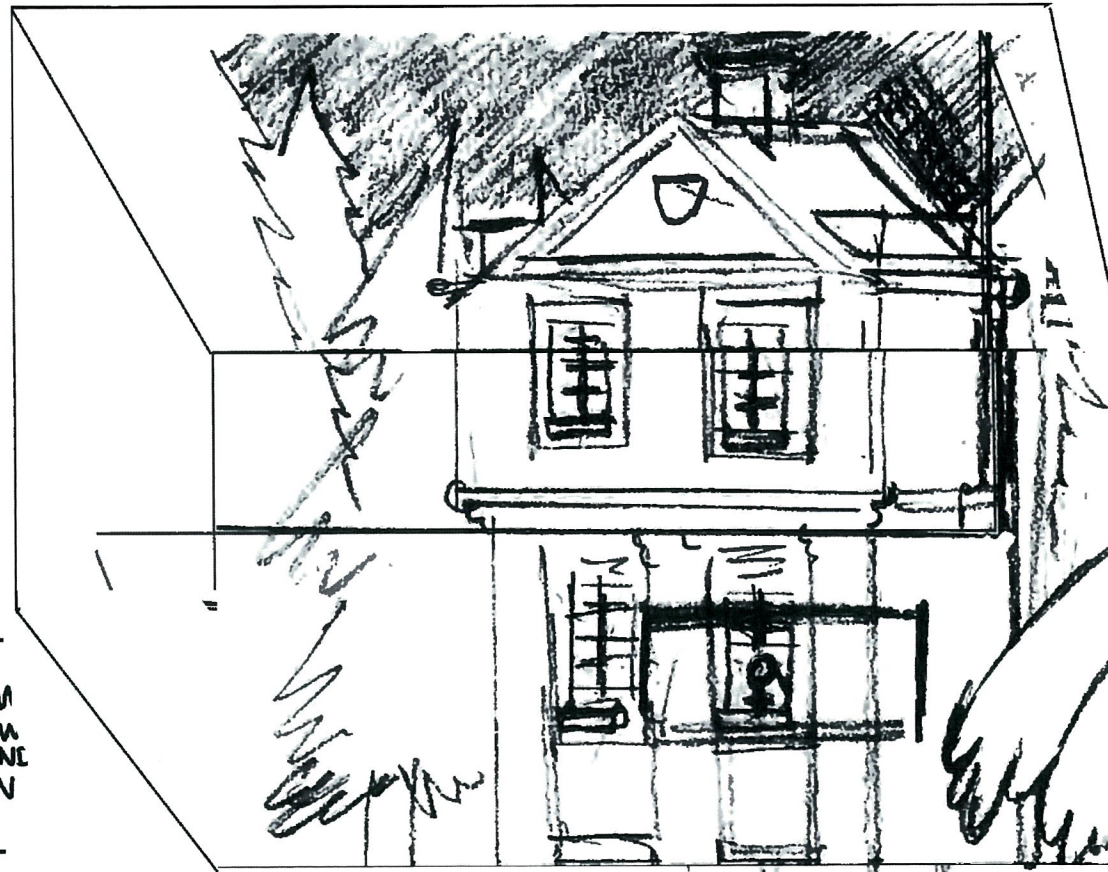
Action:

- BATS FLY OFF/S.

Timing:

CAN
DOM
ANE
IN

Sc. 31 *cont* Pnl. D Bg. day night



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1042 245

ADVENTURE TIME

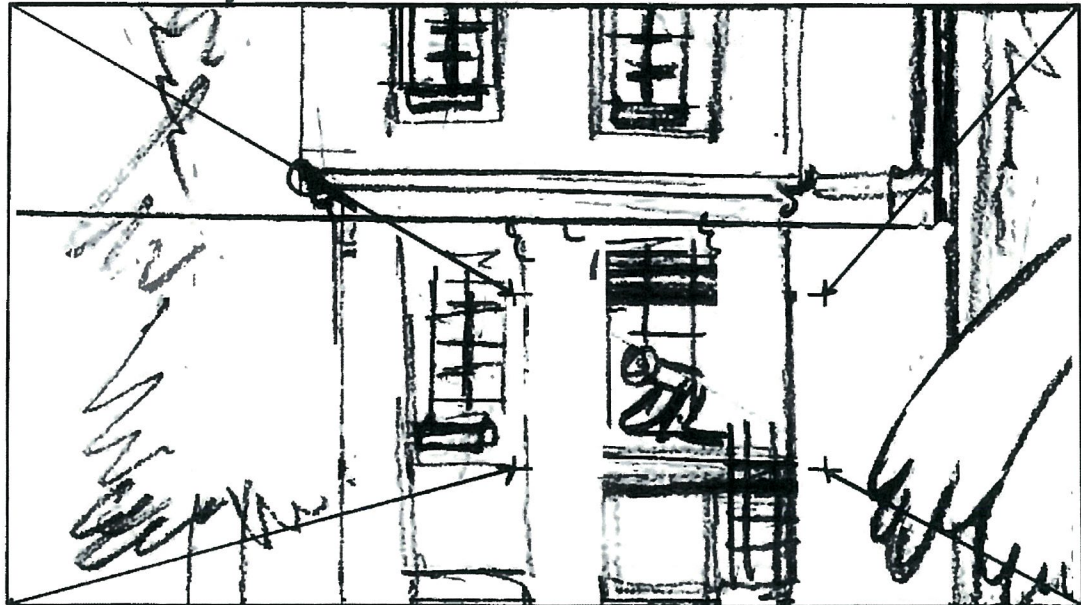


Sc. 31 *cont*

Pnl. E

Bg.

day night

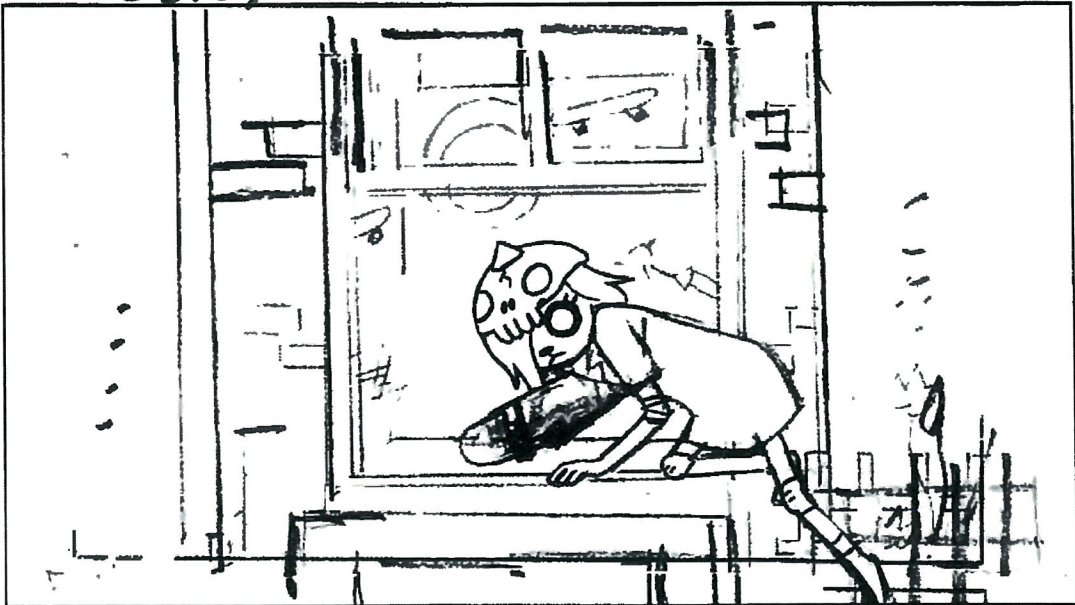


Sc. 31 *cont*

Pnl. F

Bg.

day night



Dialog:
Action: <div>-BRONWYN CLIMBS ONTO TRELLIS,</div>
Timing: <div>MAR 18 2016</div>

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ADVENTURE TIME



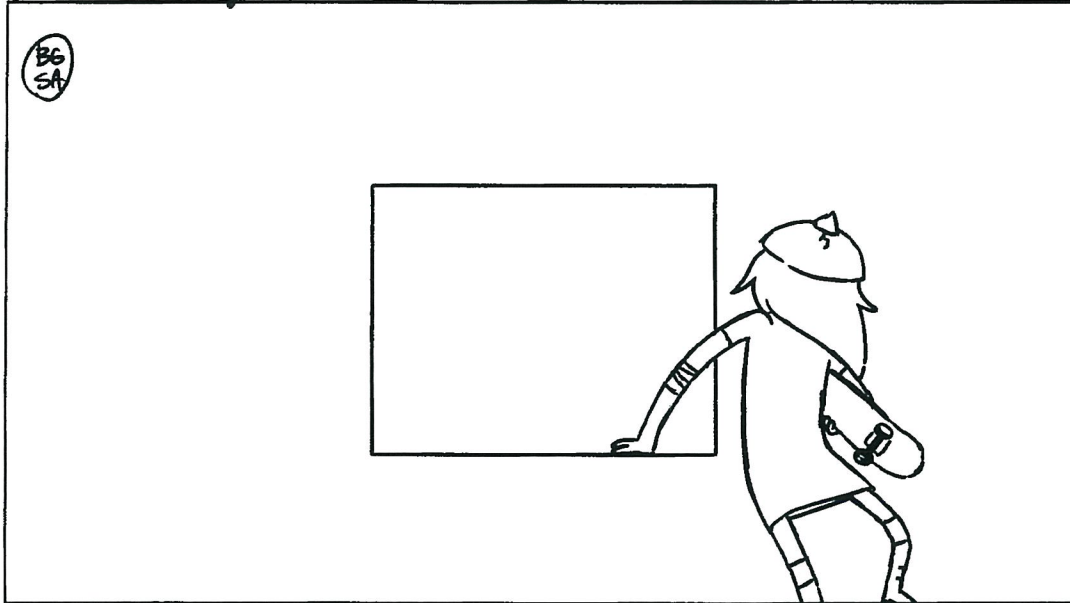
Page 62

Sc. 31 *cont*

Pnl. G

Bg.

day night

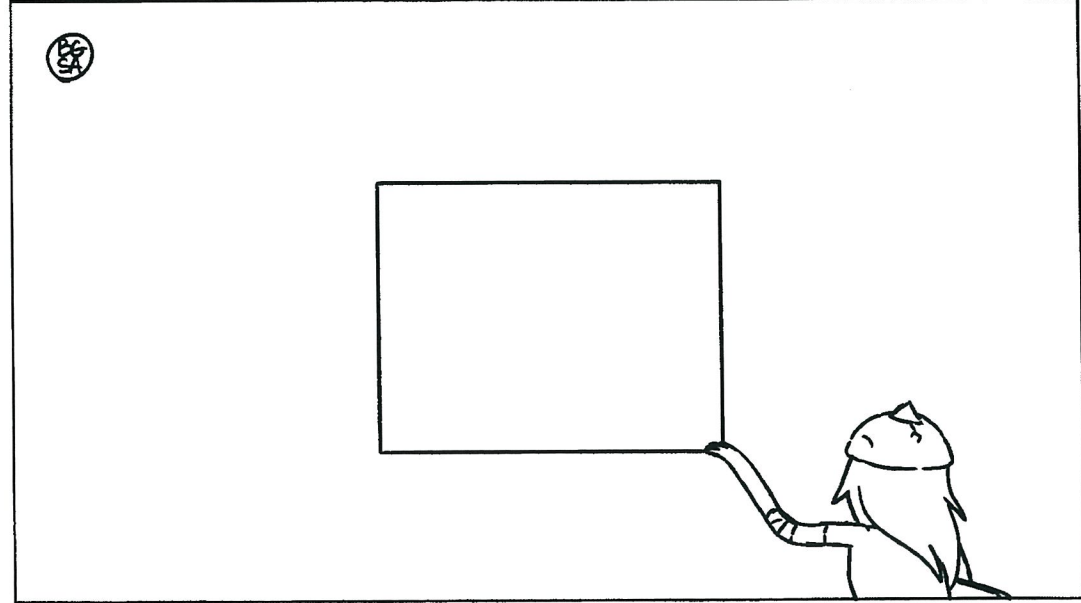


Sc. 31 *cont*

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

MAR 16 2016

EPISODE #

1042-245

Production :

1042 245

No Sc. 32

ADVENTURE TIME



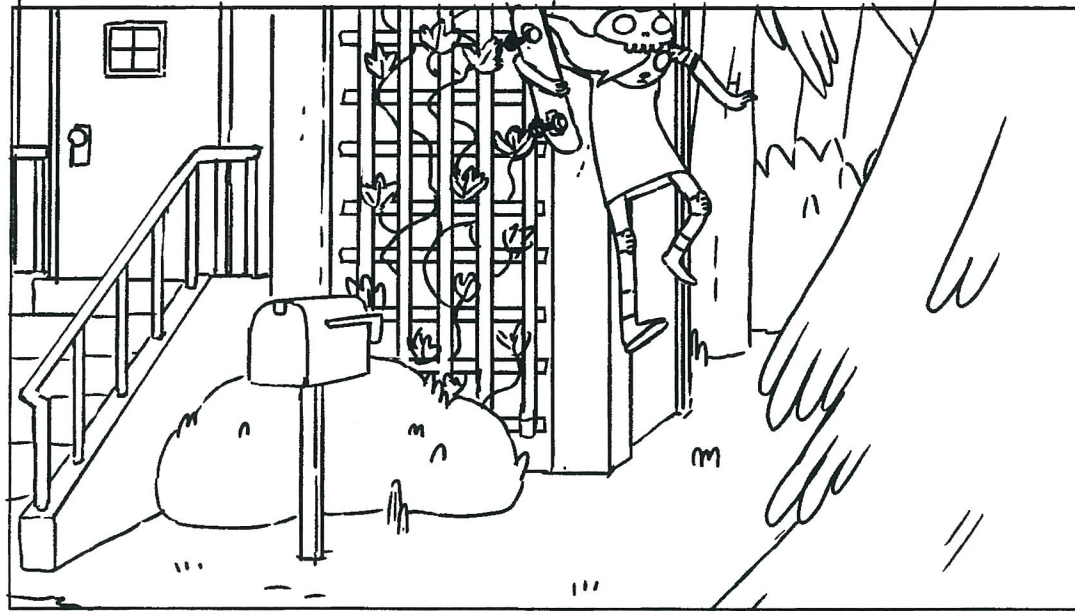
Page 63

Sc. 33

Pnl. A

Bg.

day night



Sc. 33

CONT

Pnl. B

Bg.

day night



Dialog:

Action:

- BRONWYN DROPS ON/S.

Timing:

MAR 18 2016

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EPISODE #

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Production :

1042 245

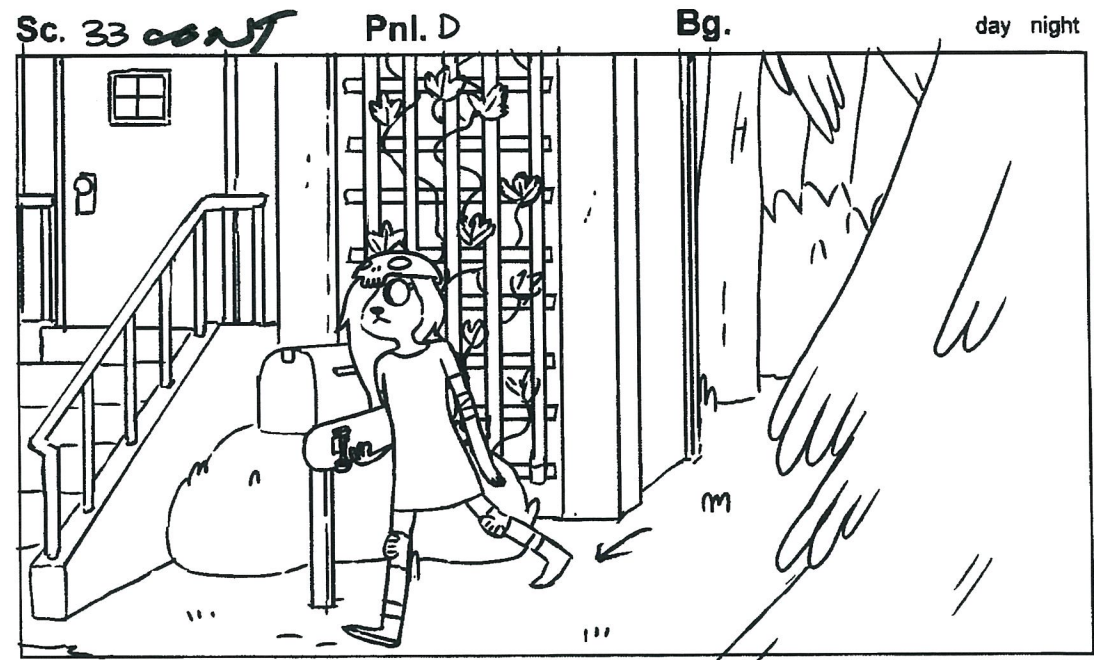
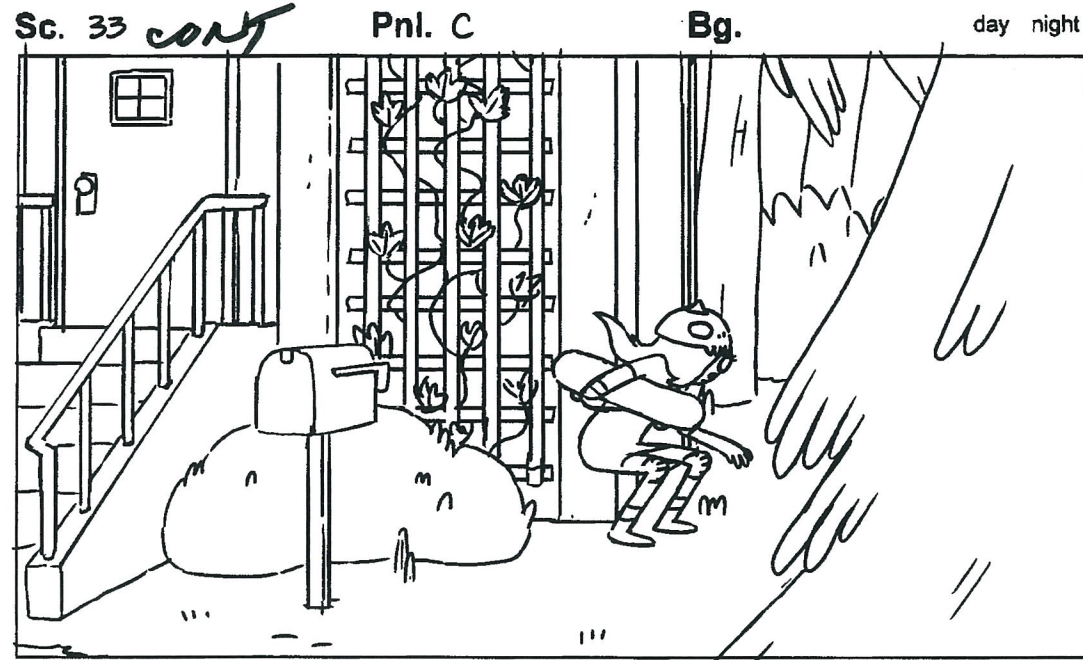
1042 245

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ADVENTURE TIME



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Dialog:

SFX:
* CHFF *

Action:

-BRONWYN LANDS

Timing:

MAR 16 2016

1042-245

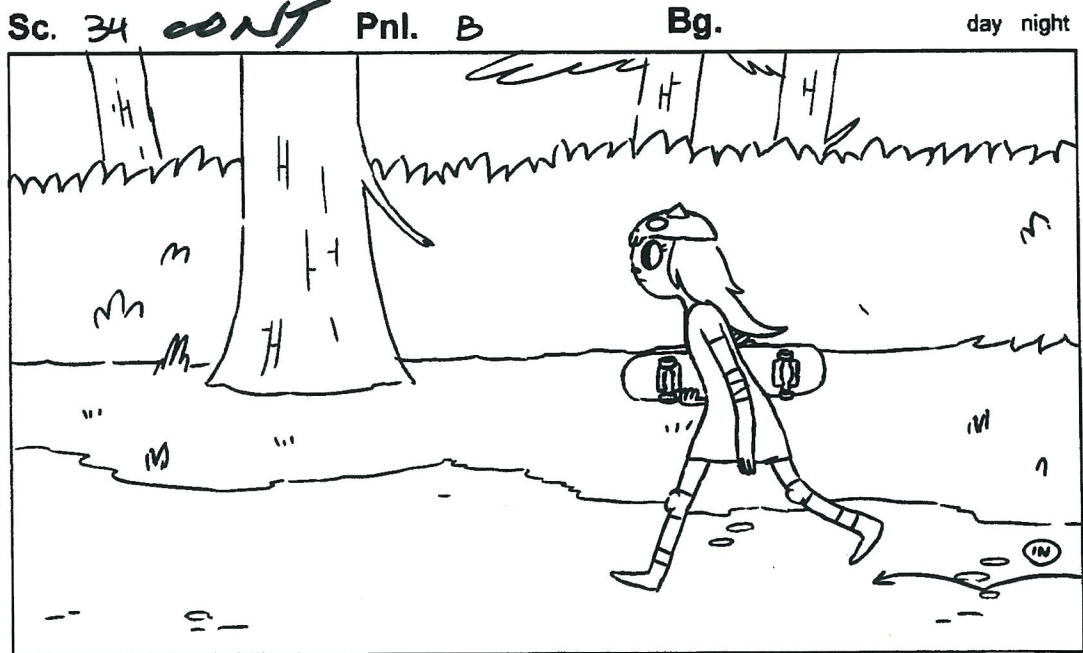
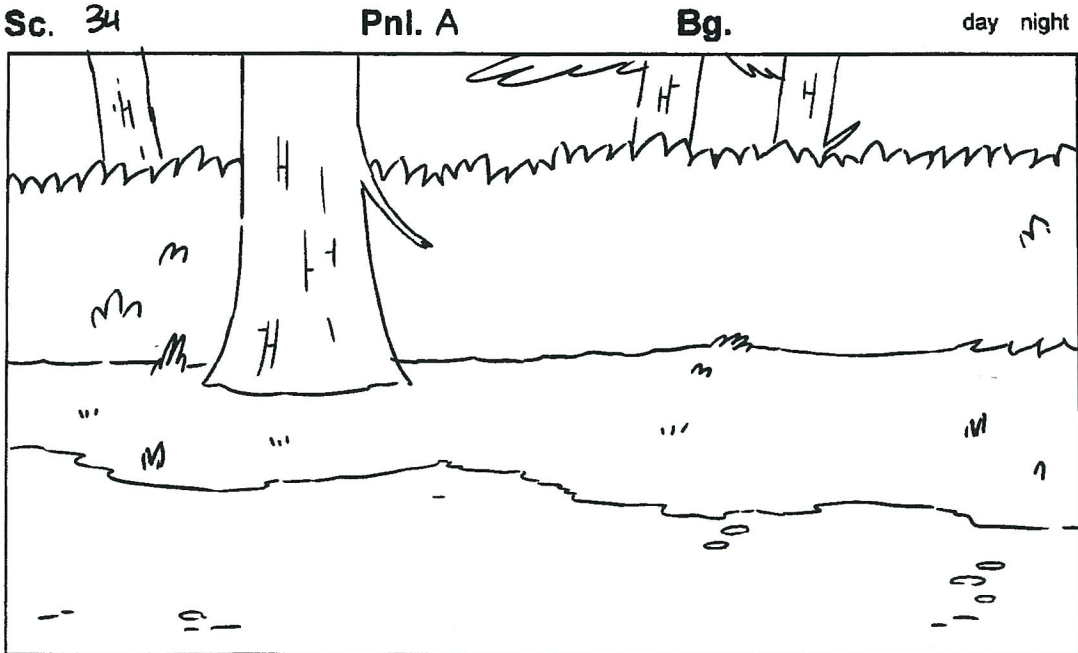
EPISODE #

Production :

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1042 245

ADVENTURE TIME



Dialog:
Action: - BRONWYN WALKS ON/S.
Timing:

MAR 16 2016

1042-245

EPISODE #

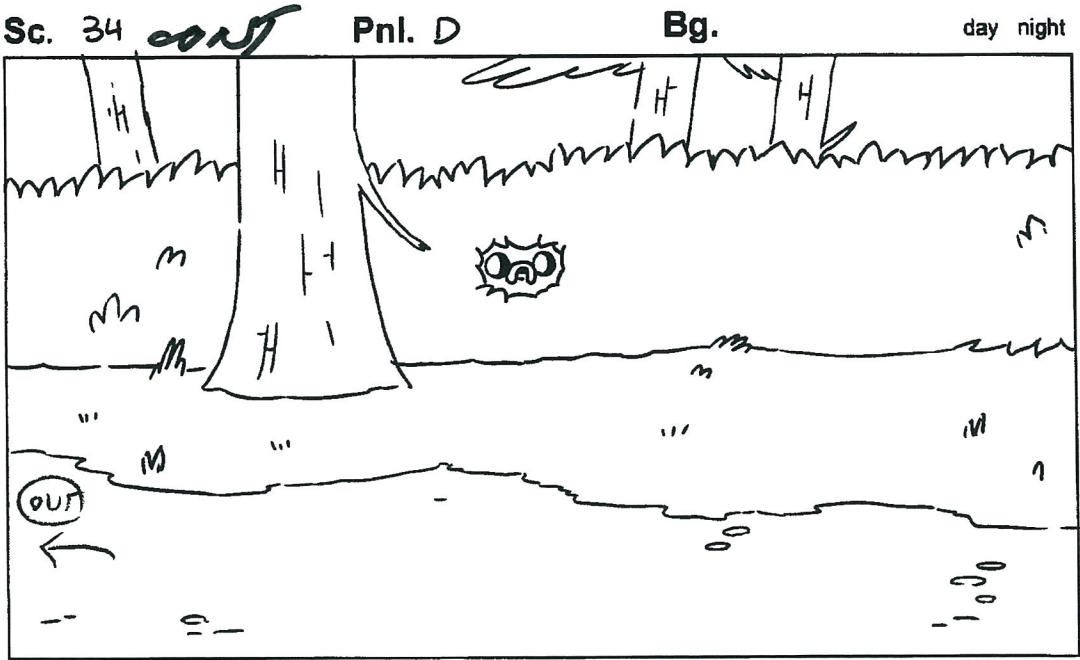
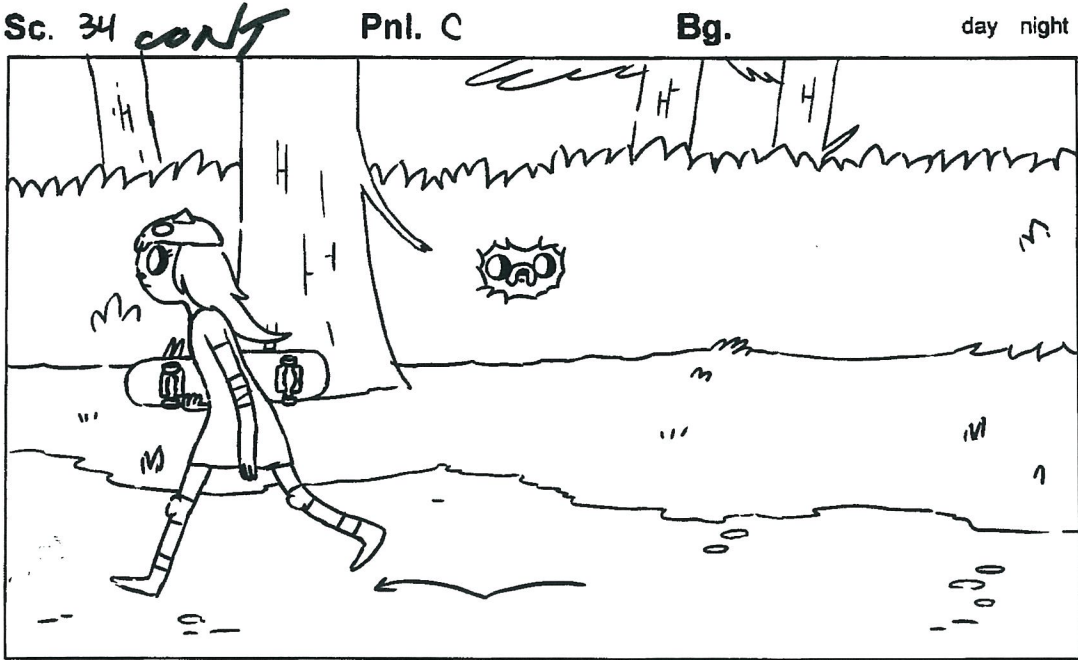
Production :

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ADVENTURE TIME



Dialog:

SFX:
* SKSHH *

Action:

- JAKE'S FACE PUSHES THROUGH BUSH. - BRONWYN WALKS OFF/S.

MAR 16 2016

Timing:

1042-245

EPISODE #

Production :

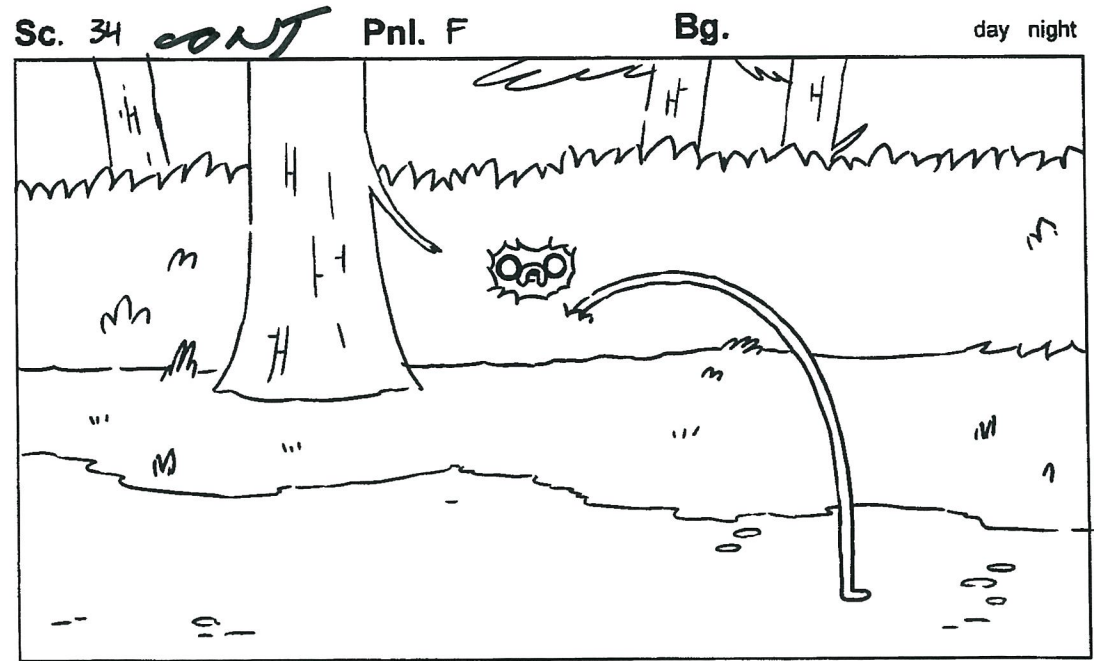
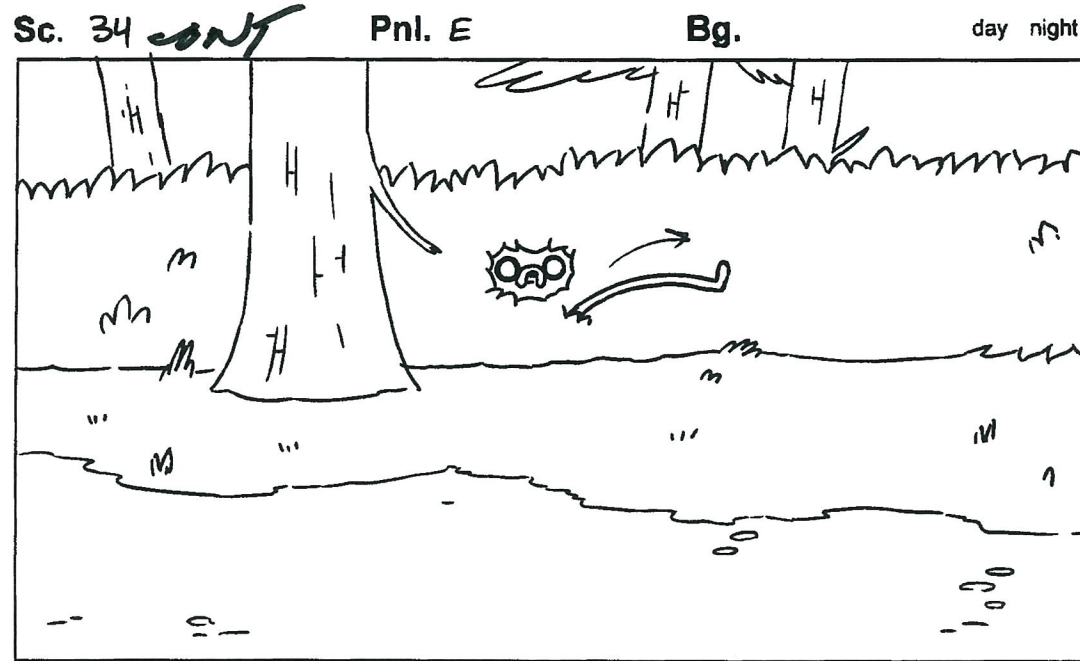
1042 245

1042 245

1042 245

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ADVENTURE TIME



Dialog:
Action: -J, STRETCHES LEG OUT OF BUSH
Timing:

MAR 16 2016

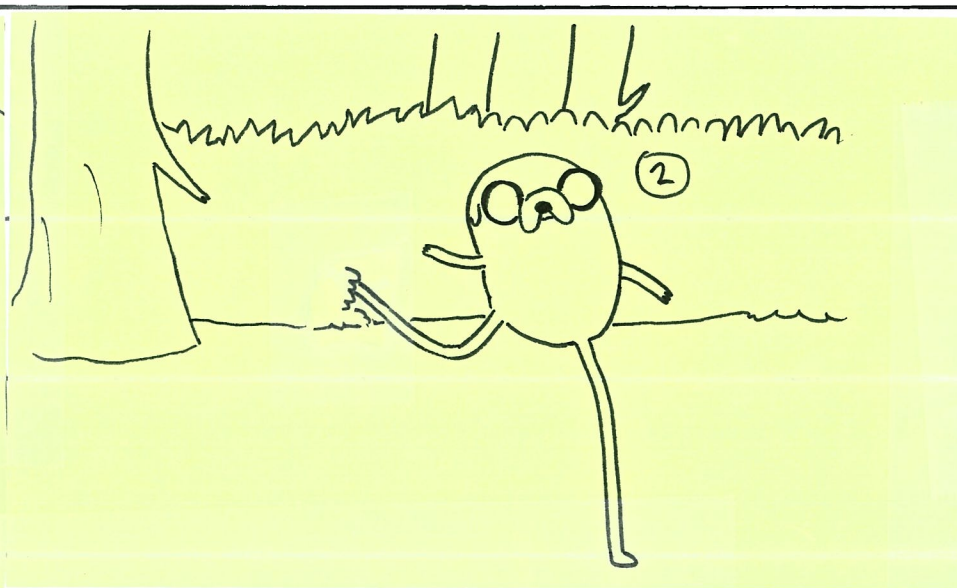
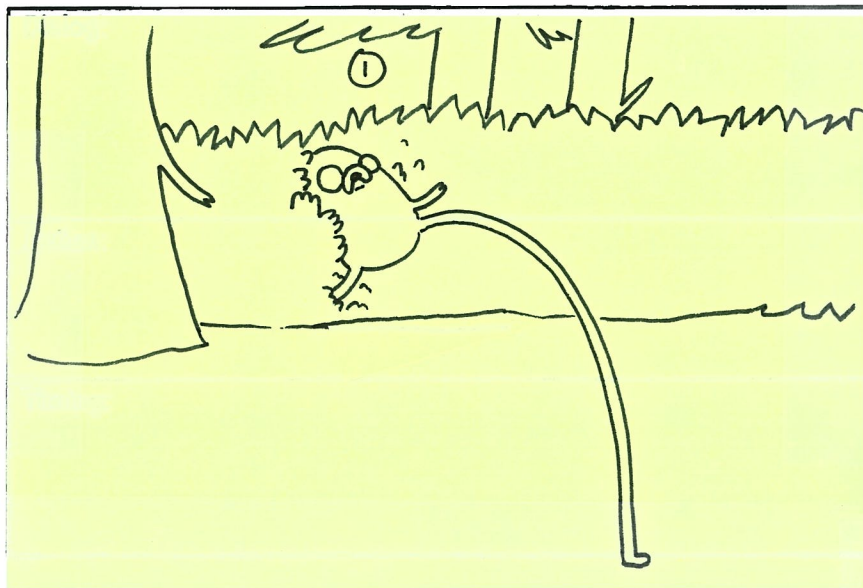
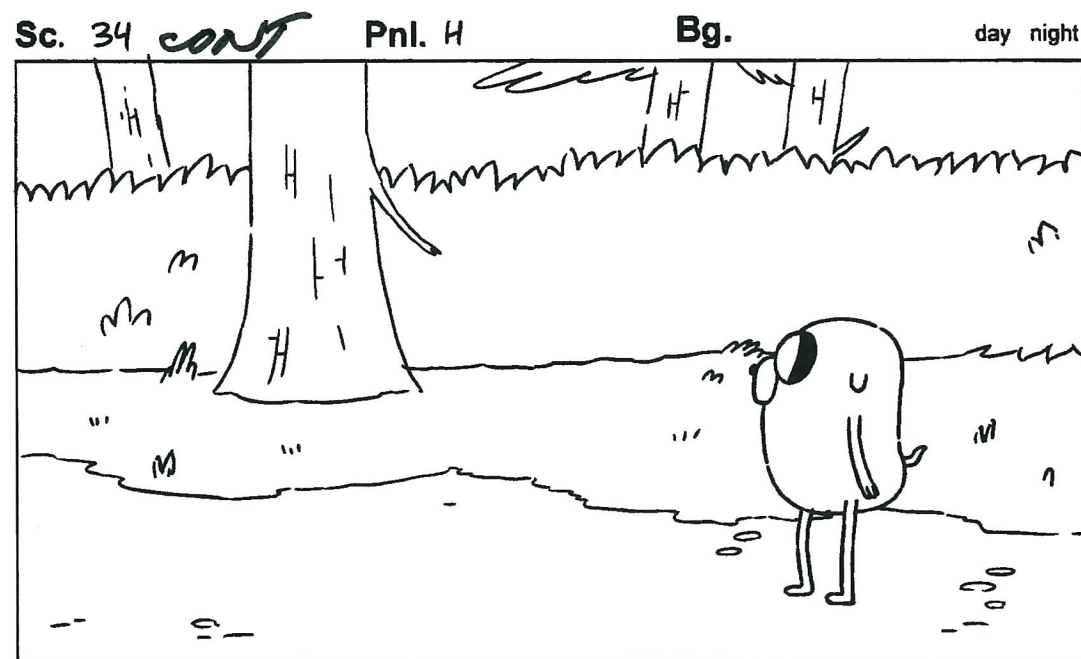
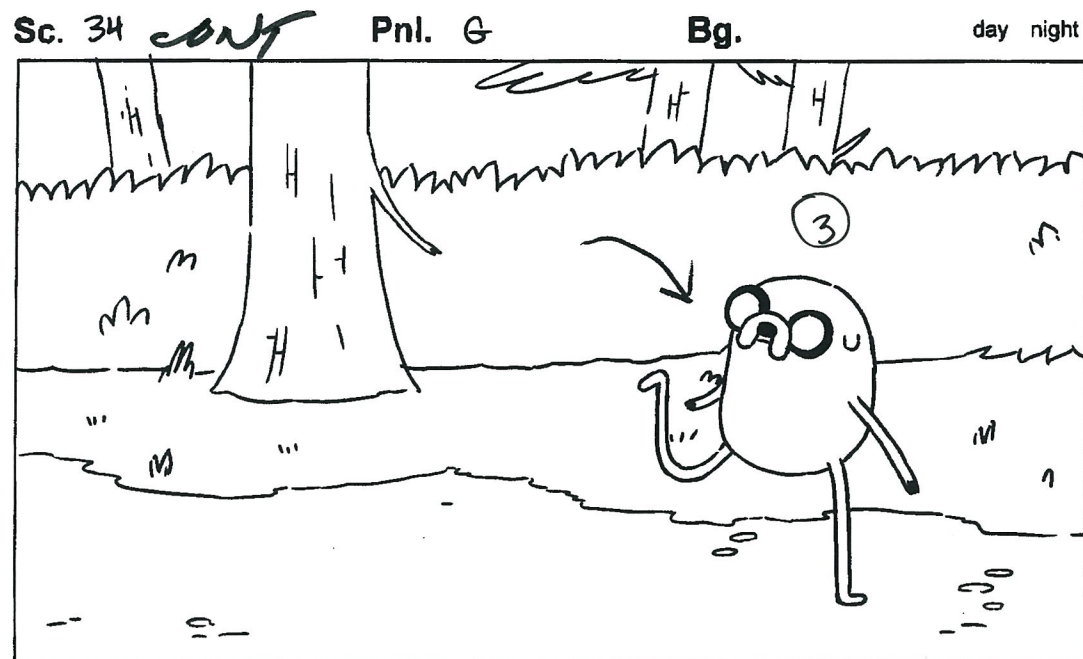
EPISODE # 1042-245

Production :

ADVENTURE TIME



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Production :

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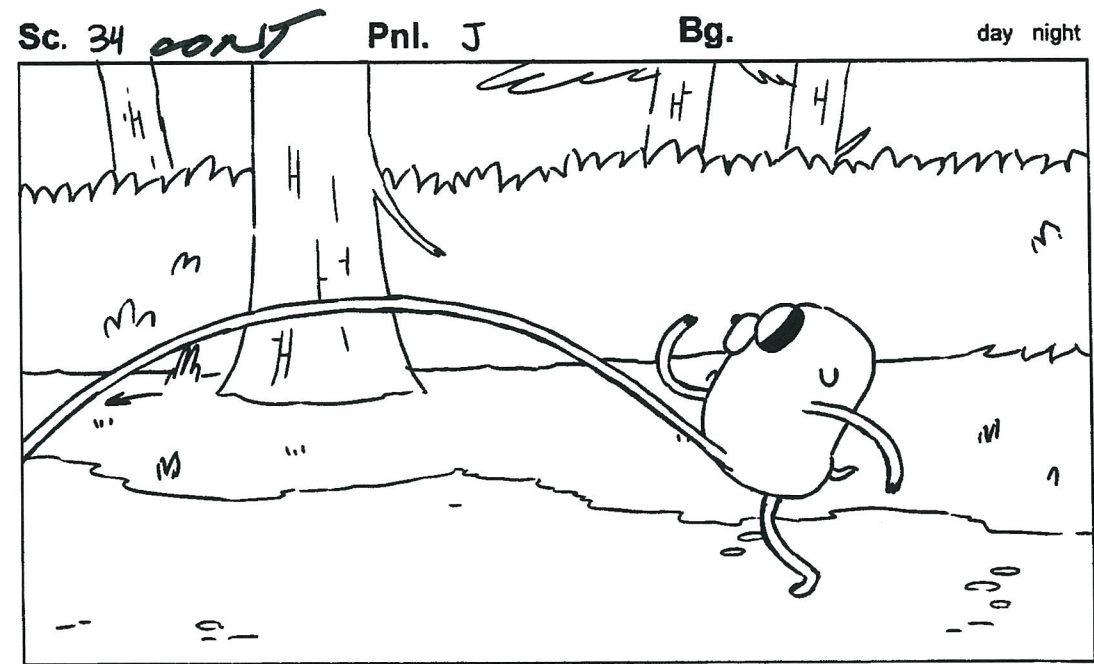
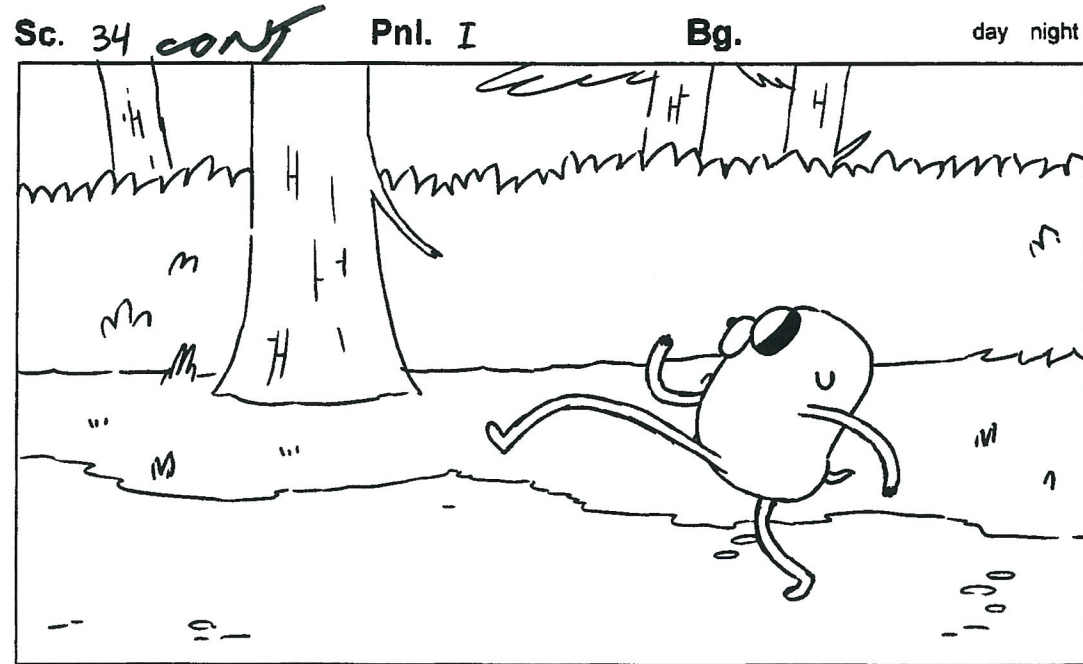
1042 245

1042 245

ADVENTURE TIME



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Dialog:

Action:

- J. STRETCHES LEG OFF/S,

MAR 16 2016

Timing:

1042-245

EPISODE #

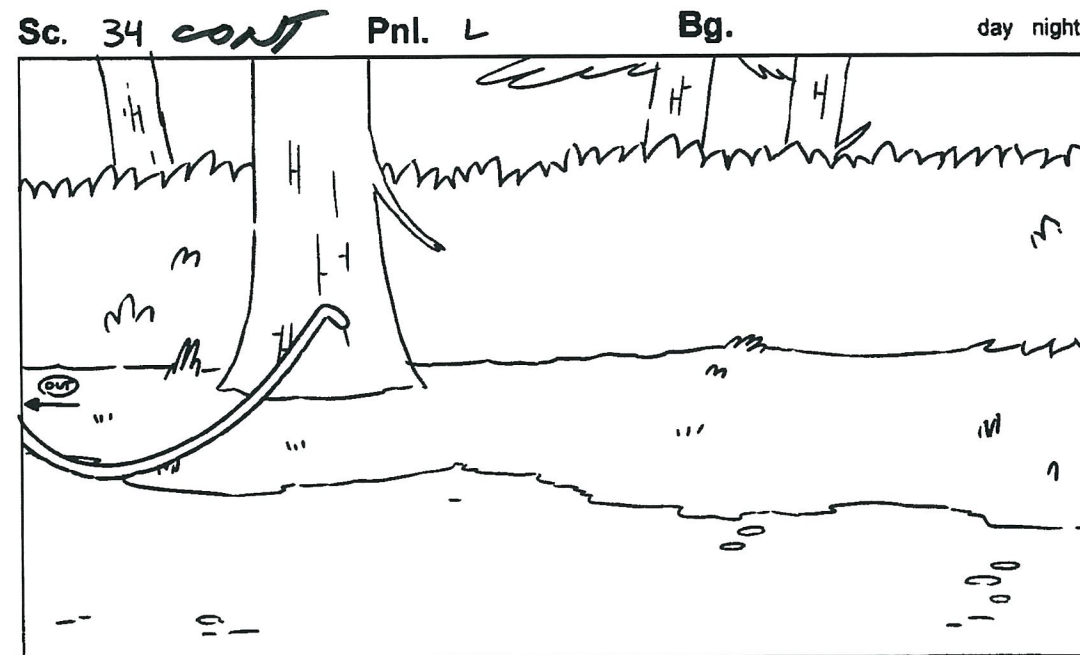
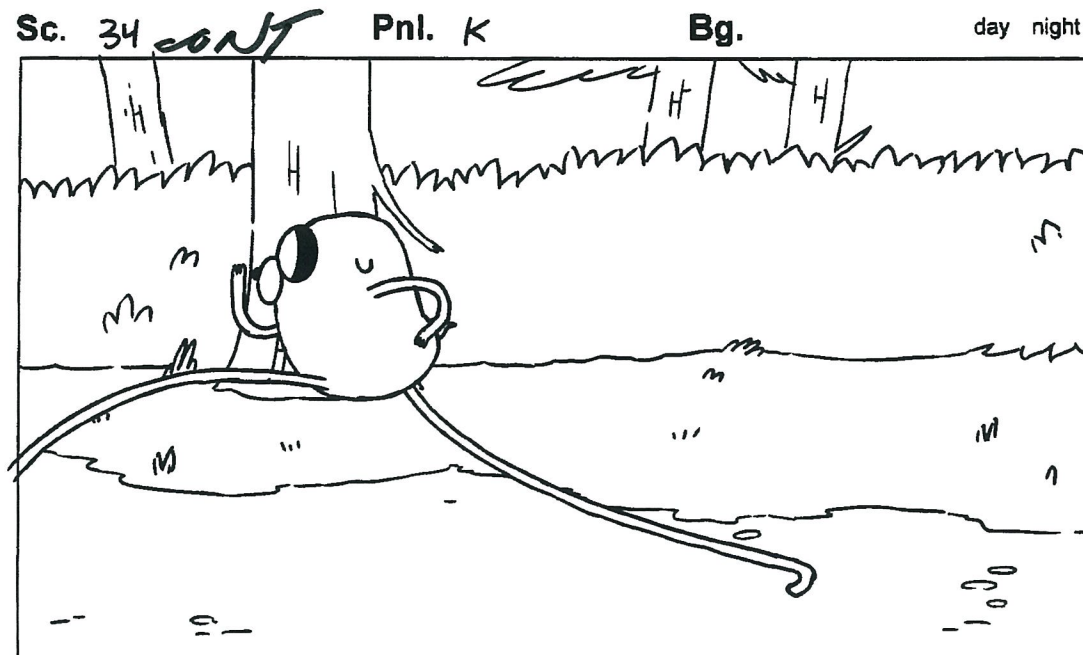
Production :

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ADVENTURE TIME



Page 70



Dialog:

Action:

- J. STRETCH - WALKS OFF/S.

MAR 18 2016

Timing:

1042-245

EPISODE #

1042 245

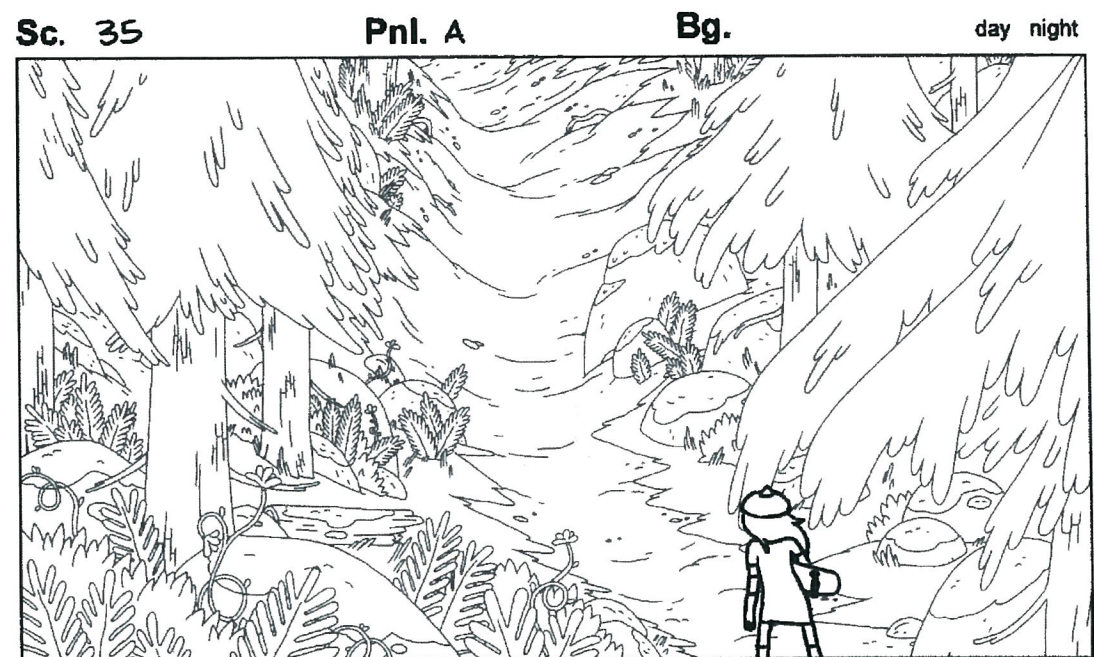
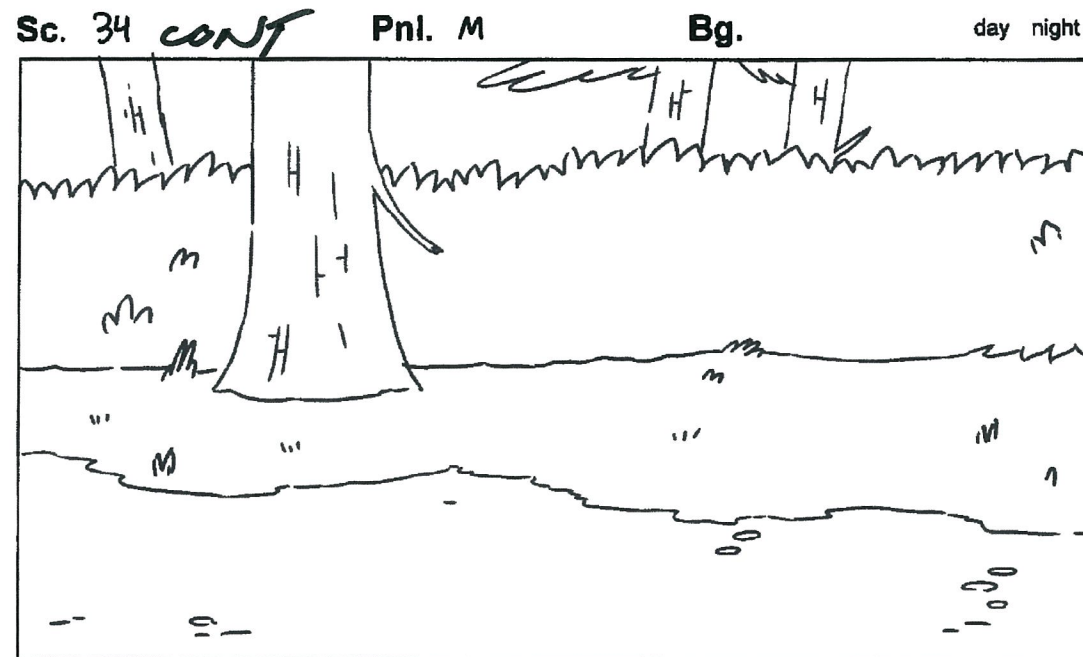
Production :

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ADVENTURE TIME



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Dialog:
Action:
Timing:

MAR 16 2016

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EPISODE #

Production :

1042 245

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ADVENTURE TIME



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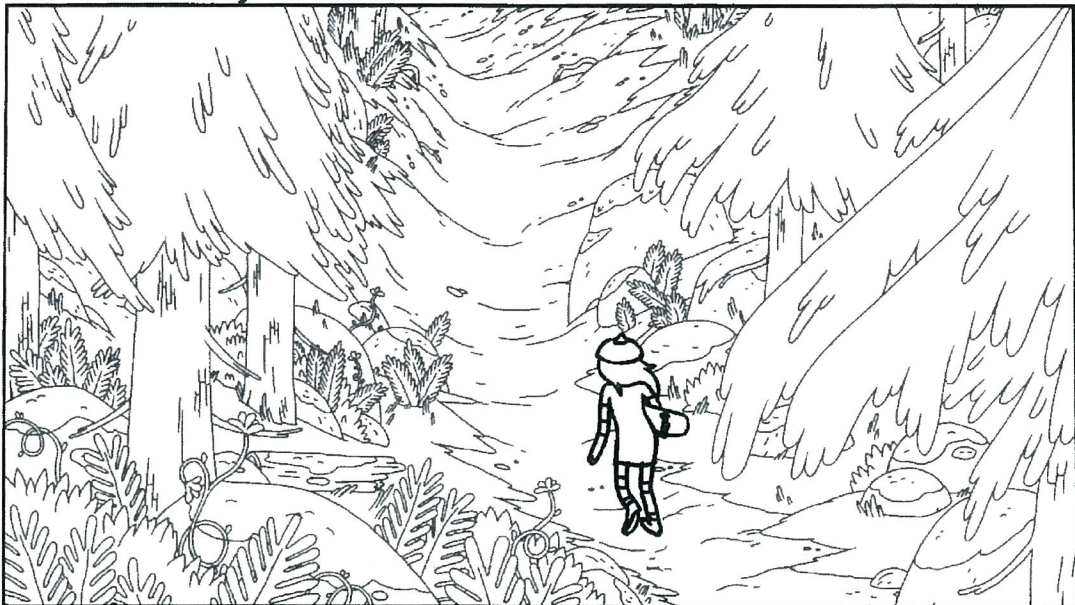
~~72~~ **72A** ~~next~~

Sc. 35 *cont*

Pnl. B

Bg.

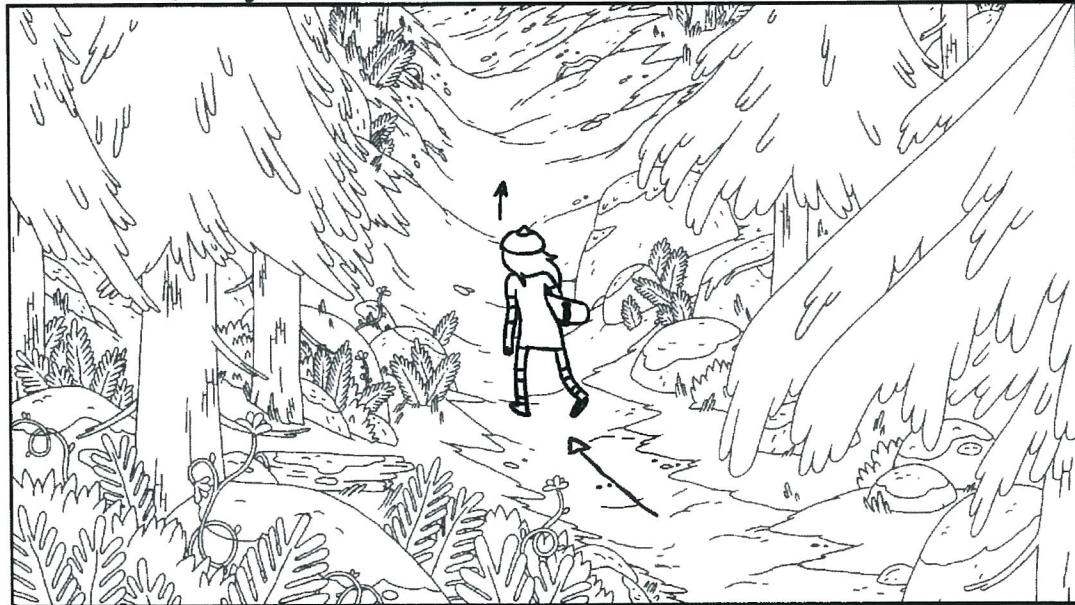
day night



Sc. 35 *cont*

Pnl. C

Bg.



Dialog:	
Action:	- BRONWYN WALKS THROUGH THE WOODS . . .
Timing:	

MAR 18 2016

Production :

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1042 245

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1042 245

1042 245

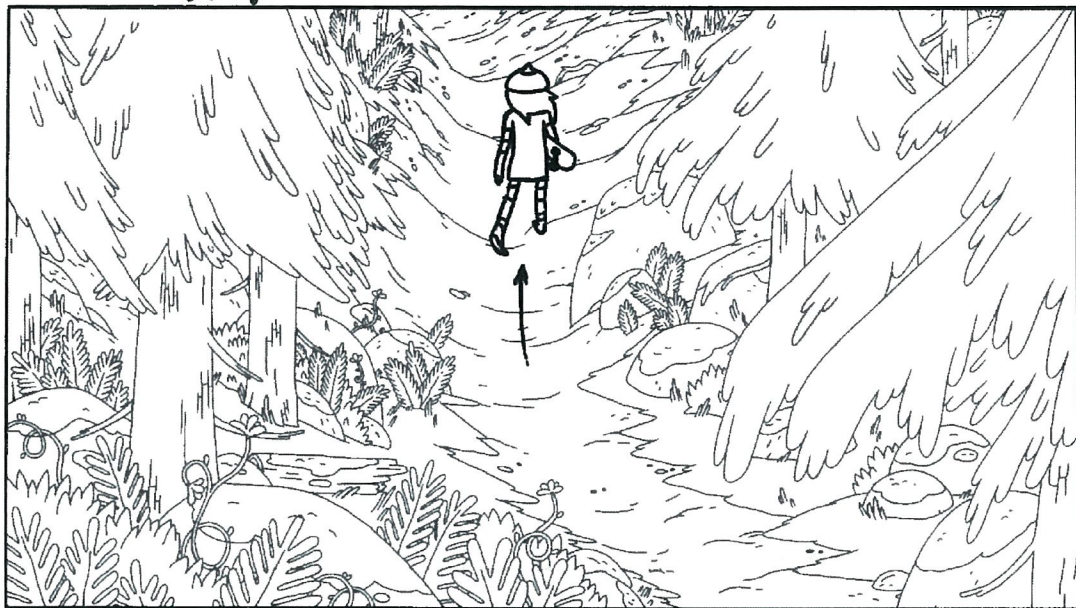
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ADVENTURE TIME

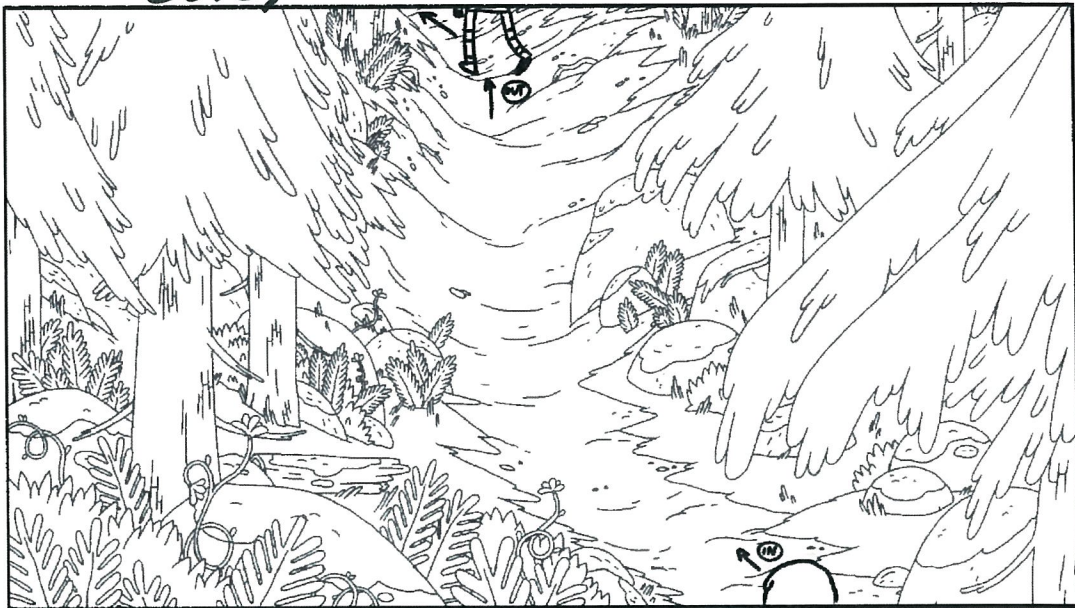


Page 72A
73 NEXT
day night

Sc. 35 *cont* Pnl. D Bg. day night



Sc. 35 *cont* Pnl. E Bg. day night



Dialog:	
Action:	. . . FOLLOWED BY JAKE . . . MAR 16 2016
Timing:	

1042-245
EPISODE #
1042 245
Production :

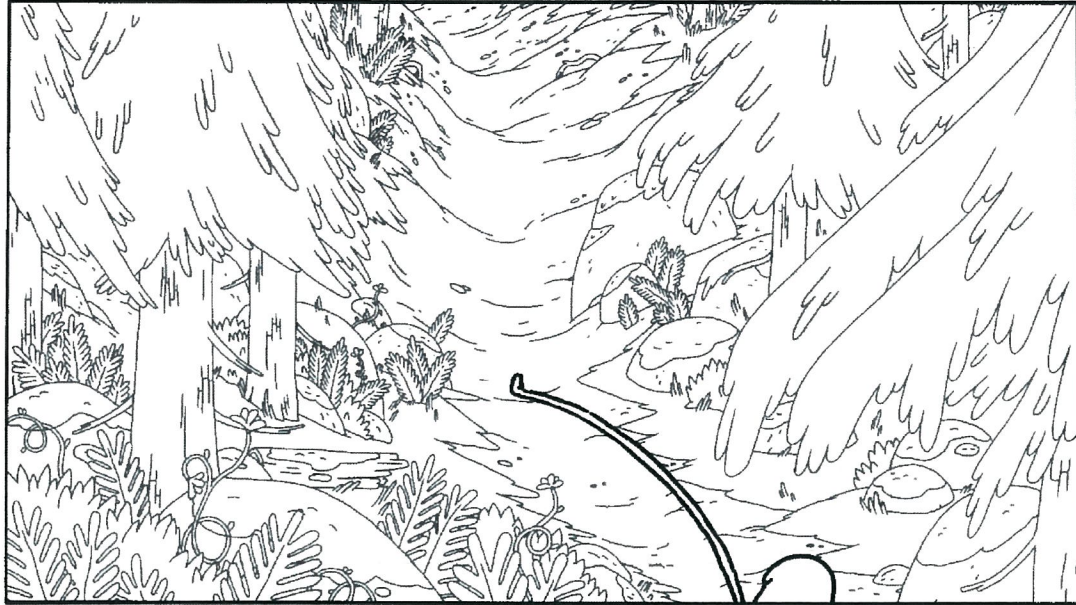
1042 245

ADVENTURE TIME

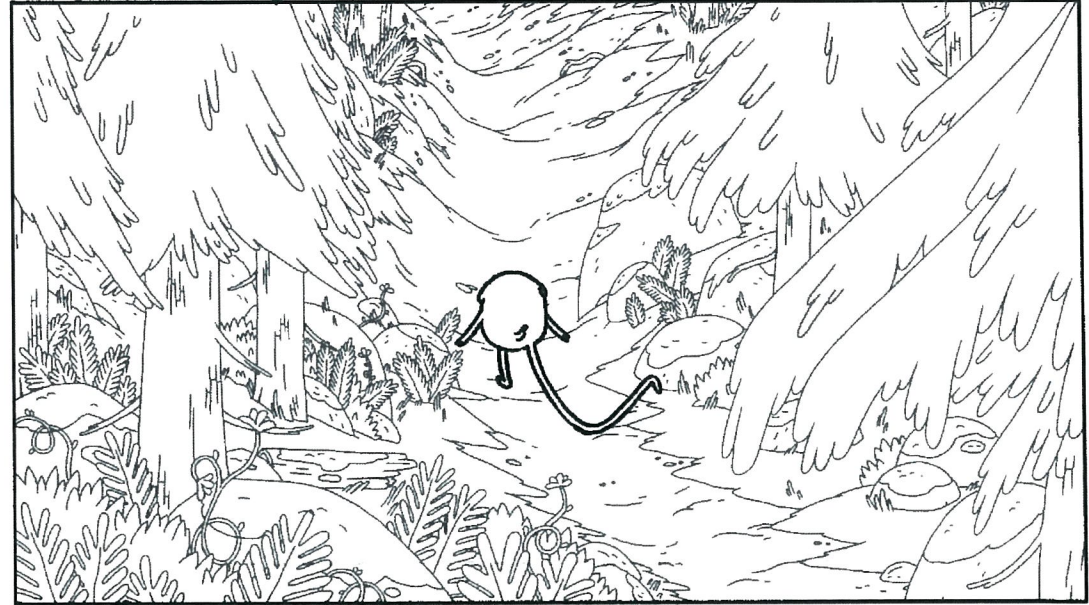


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Sc. 35 *cont* Pnl. F Bg. day night



Sc. 35 *cont* Pnl. G Bg. day night



Dialog:

Action:

JAKE 'SNEAKS' . . .

MAR 16 2016

Timing:

1042-245

EPISODE #

Production :

1042 245

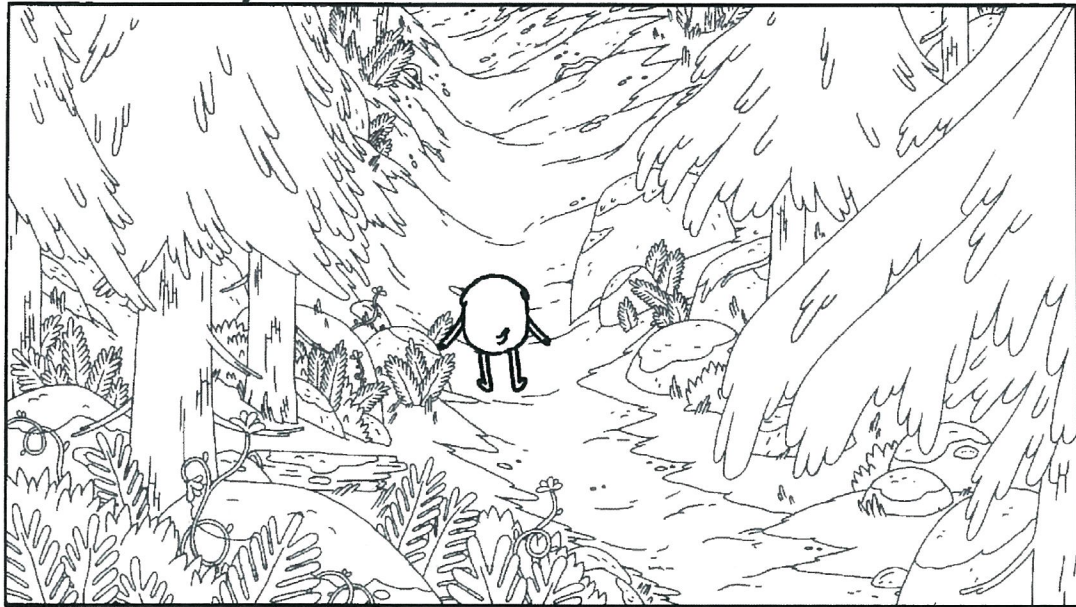
1042 245

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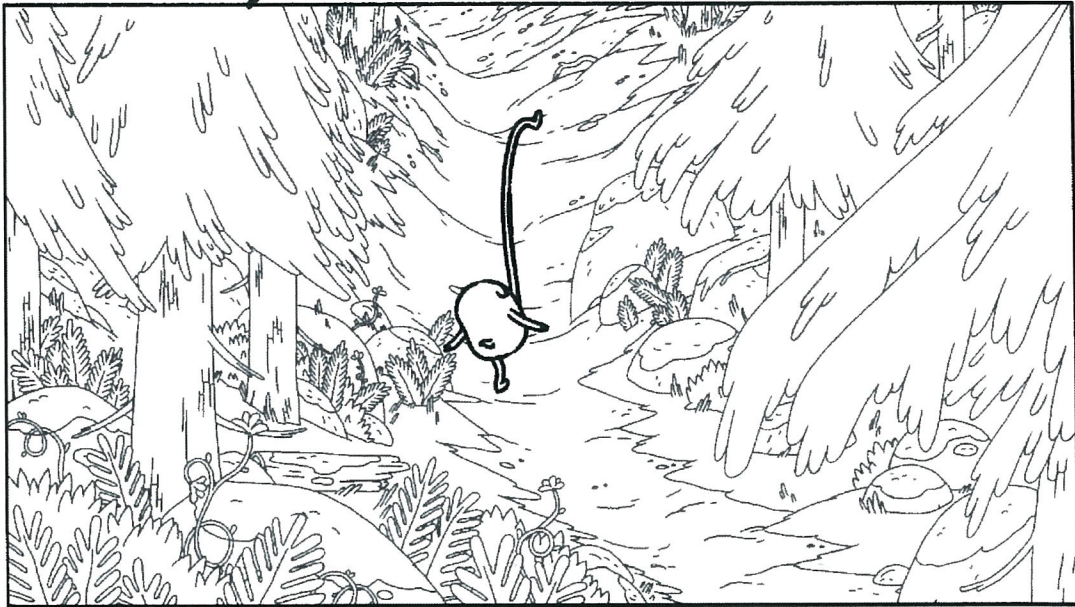
ADVENTURE TIME



Sc. 35 *CONT* Pnl. 4 Bg. day night



Sc. 35 *CONT* Pnl. 1 Bg. day night



Dialog:
Action:
Timing:

MAR 16 2016

Production : EPISODE # 1042-245

1042 245

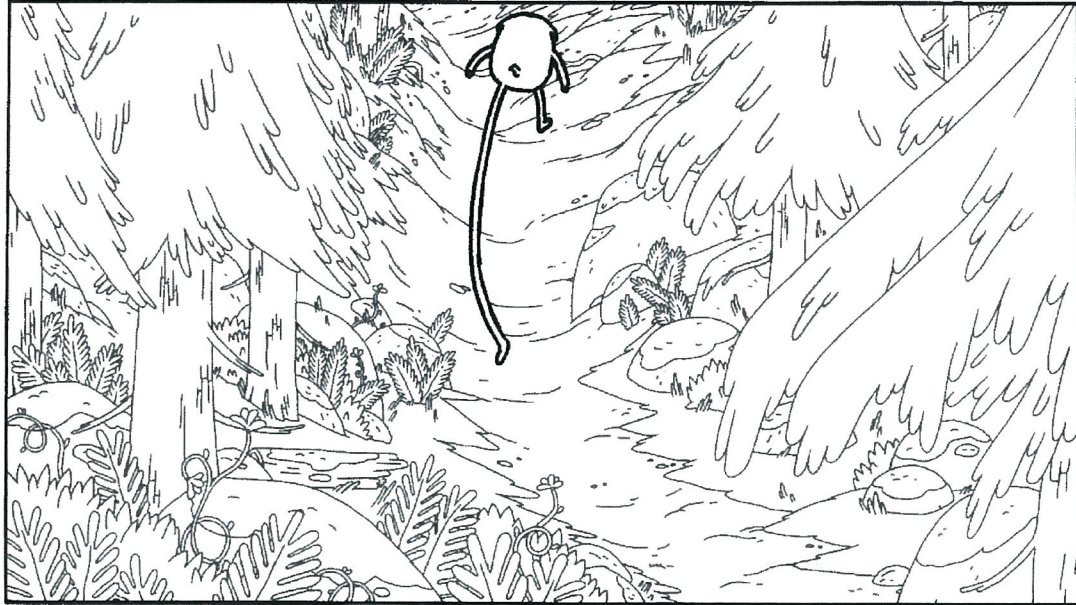
1042 245

ADVENTURE TIME

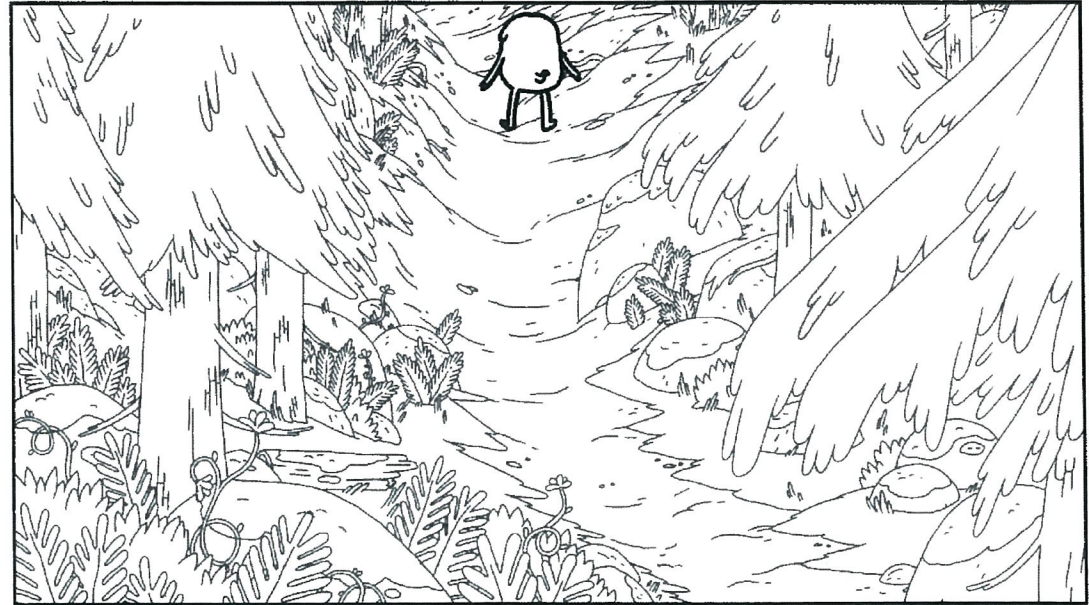


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Sc. 35 *cont* Pnl. J Bg. day night



Sc. 35 *cont* Pnl. K Bg. day night



Dialog:

Action:

Timing:

MAR 1 5 2016

EPISODE #

Production :

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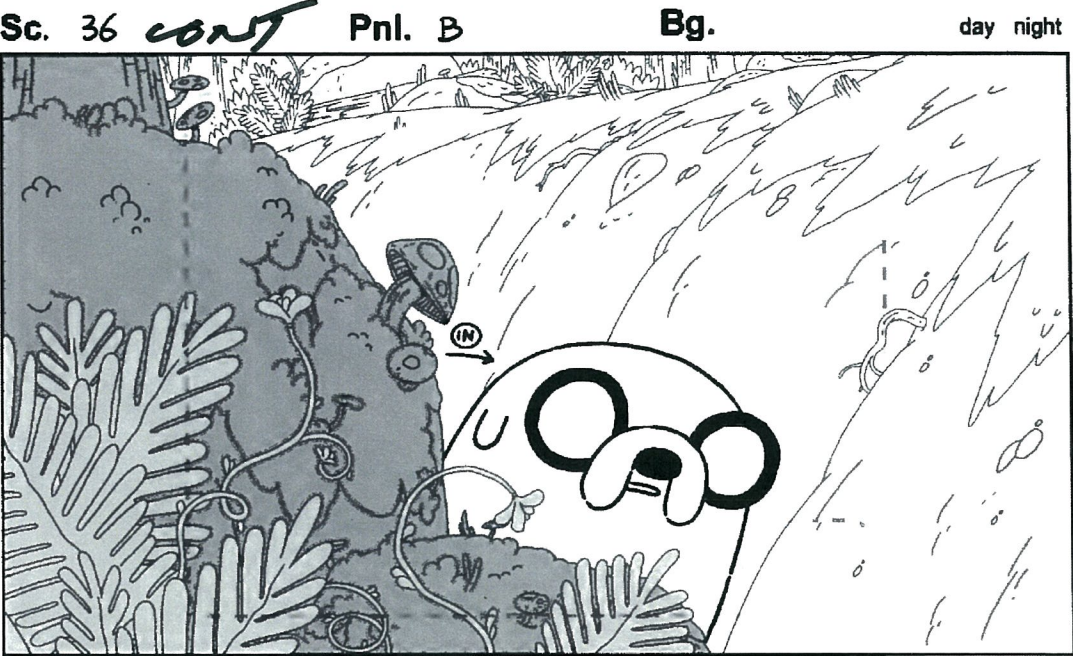
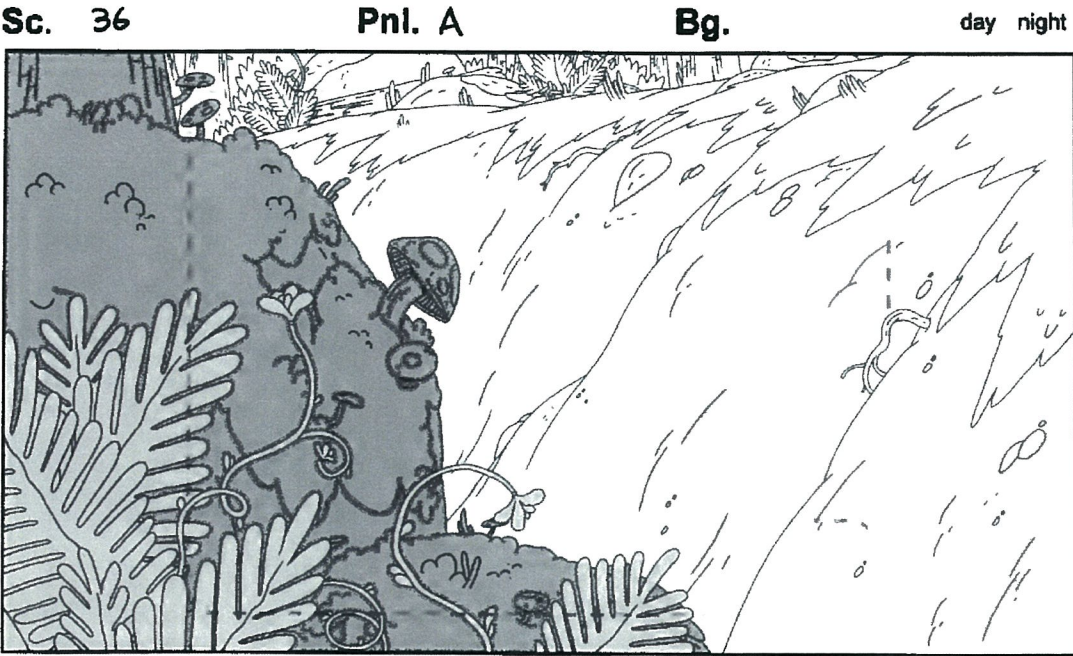
1042 245

1042 245

1042 245

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ADVENTURE TIME



Dialog:	ANIMAL TEENS : [WALLA] _____	
Action:	-J. LEANS ON/S.	MAR 16 2016
Timing:		

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EPISODE # 1042-245
Production :

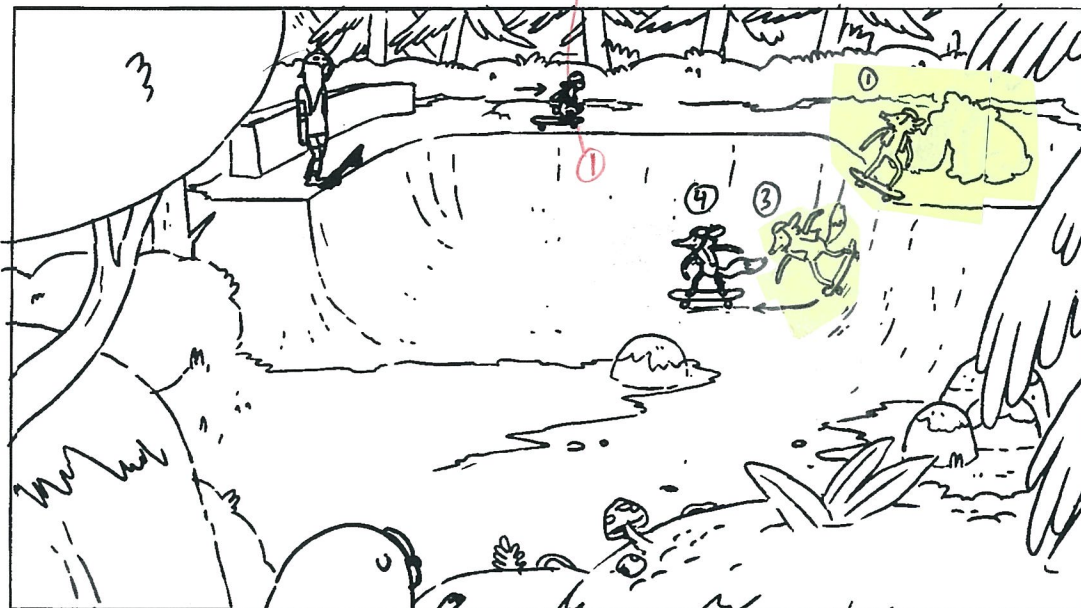
ADVENTURE TIME



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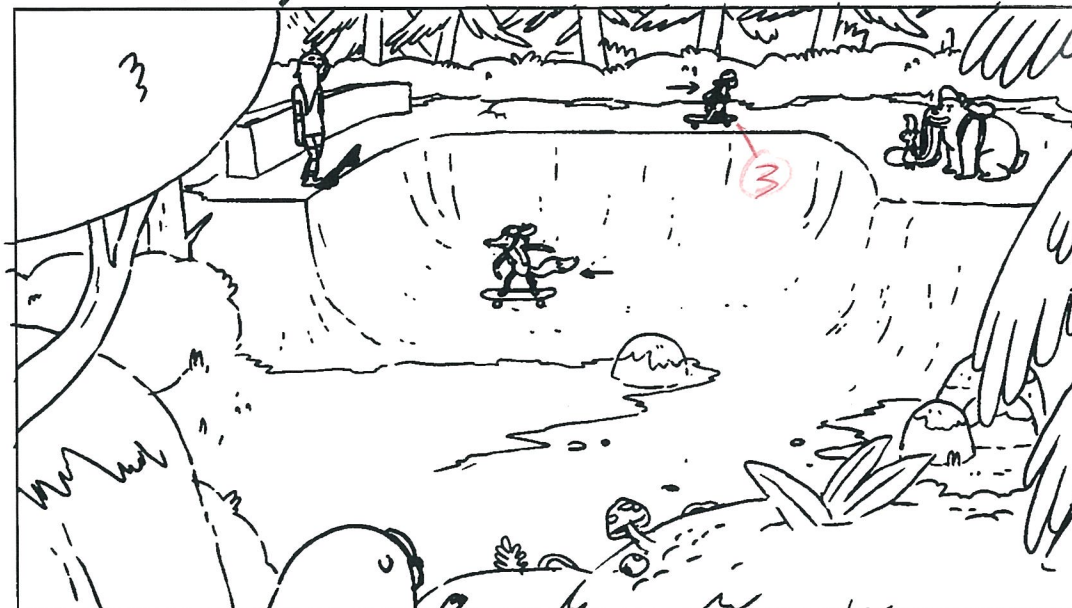
~~77A~~
day night

Sc. 37 Pnl. A ^{RABBIT} Bg. day night



RABBIT SKUNK BEAR

Sc. 37 *cont* Pnl. B Bg. day night



Dialog:

Action:

FOX DROPS
INTO RAMP

Timing:



MAR 16 2016

EPISODE # 1042-245

Production :

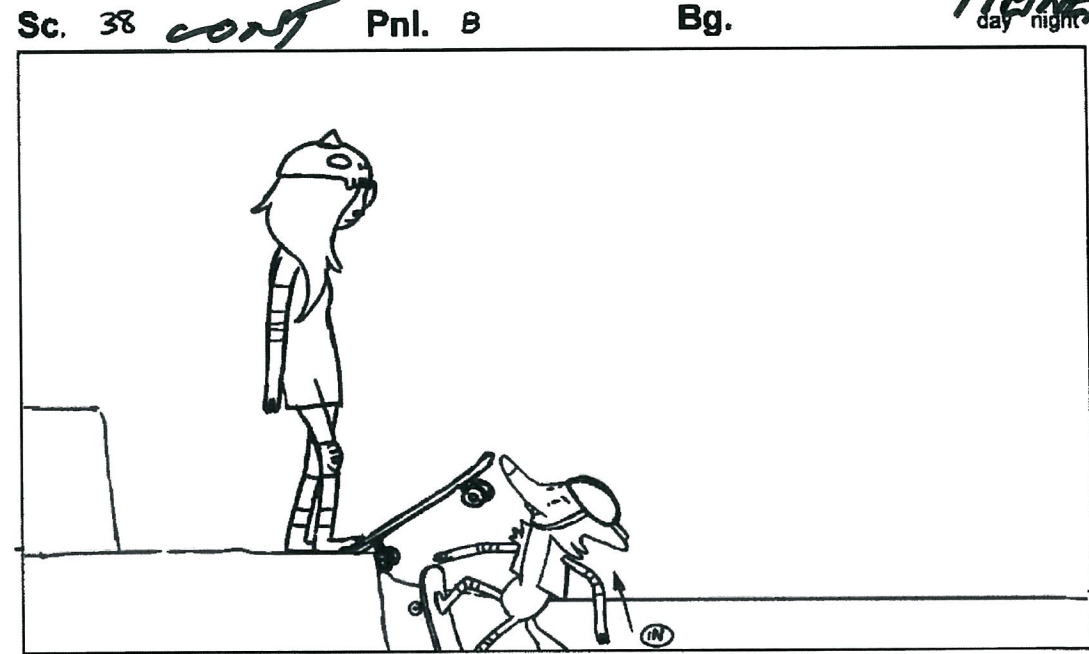
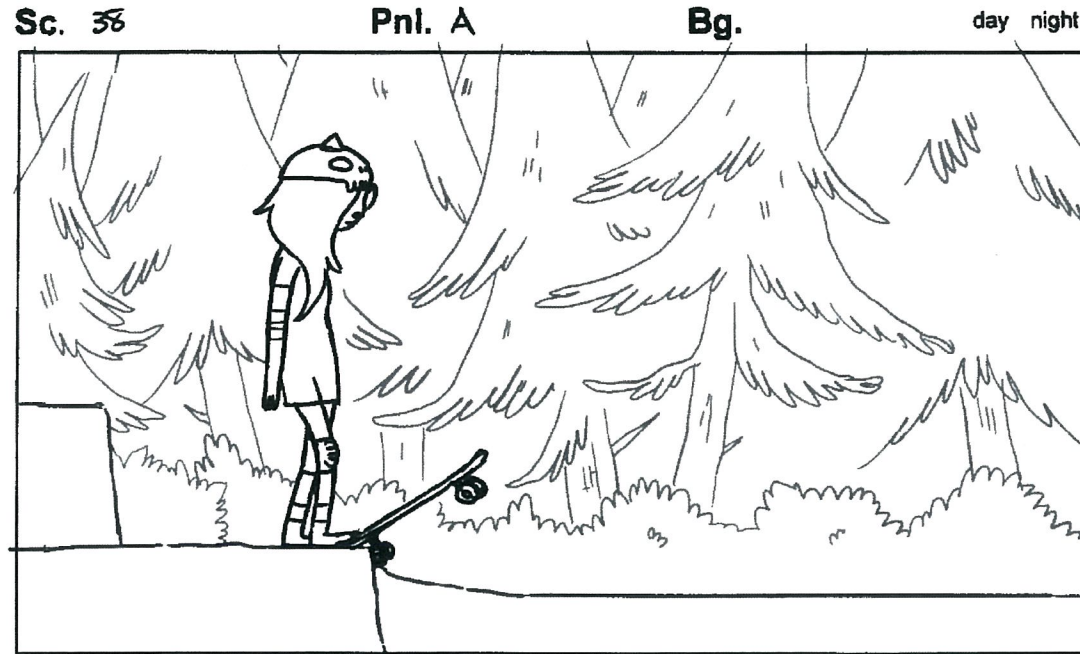
1042 245

1042 245

ADVENTURE TIME



Page 77A
17B NEXT
day night



Dialog:

Action:

-TEEN FOX SKATES UP RAMP.

MAR 16 2016

Timing:

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Production :

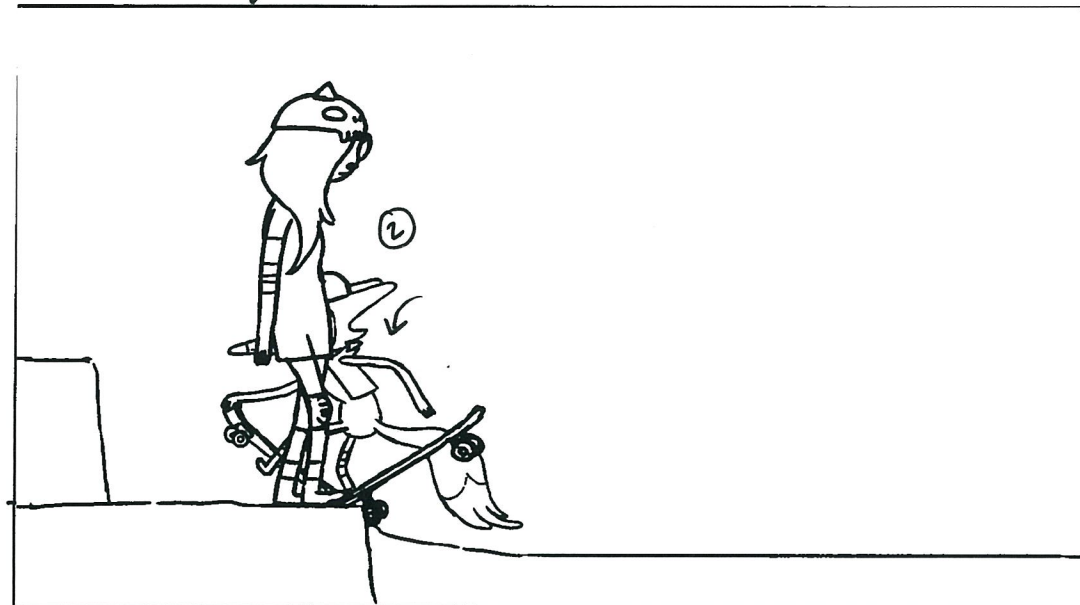
1042 245

ADVENTURE TIME

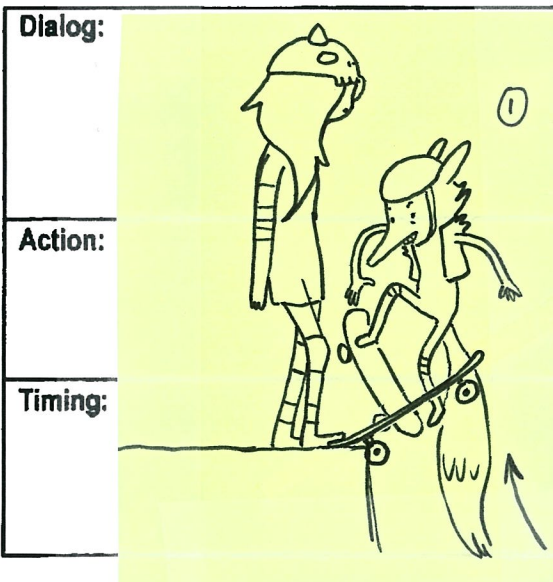
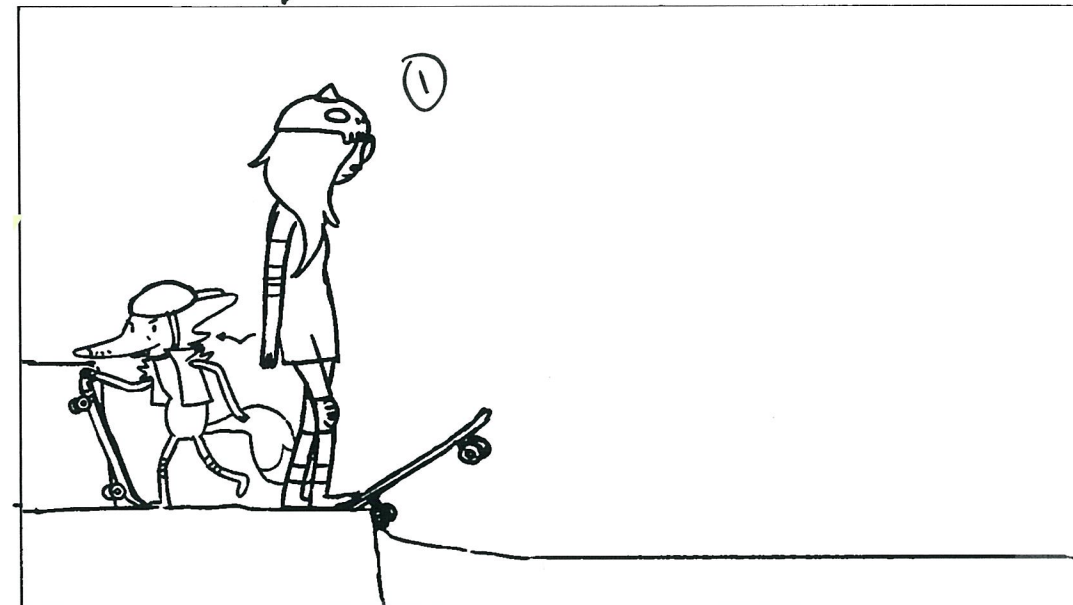


Page 71B
TONEXT
day night

Sc. 38 *CONT* Pnl. C Bg. day night



Sc. 38 *CONT* Pnl. D Bg. day night

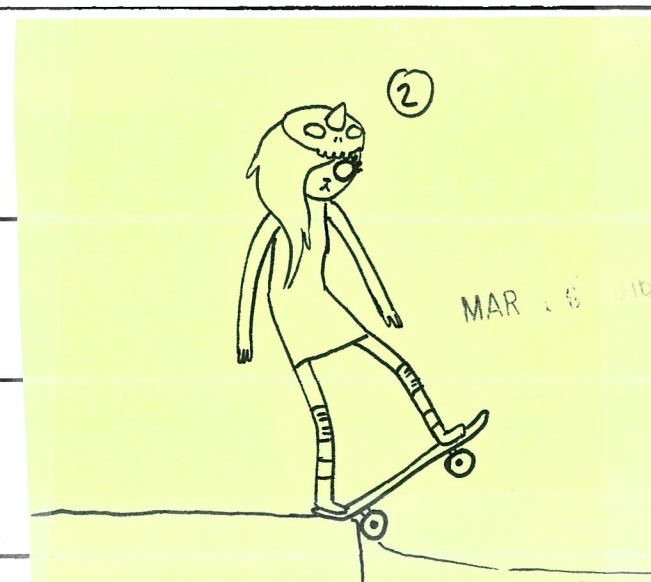


Dialog:

Action:

Timing:

Fox IN, Airborn. Back foot off board
R hand reaches for skateboard. Tail dragging behind



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Production :

1042 245

ADVENTURE TIME



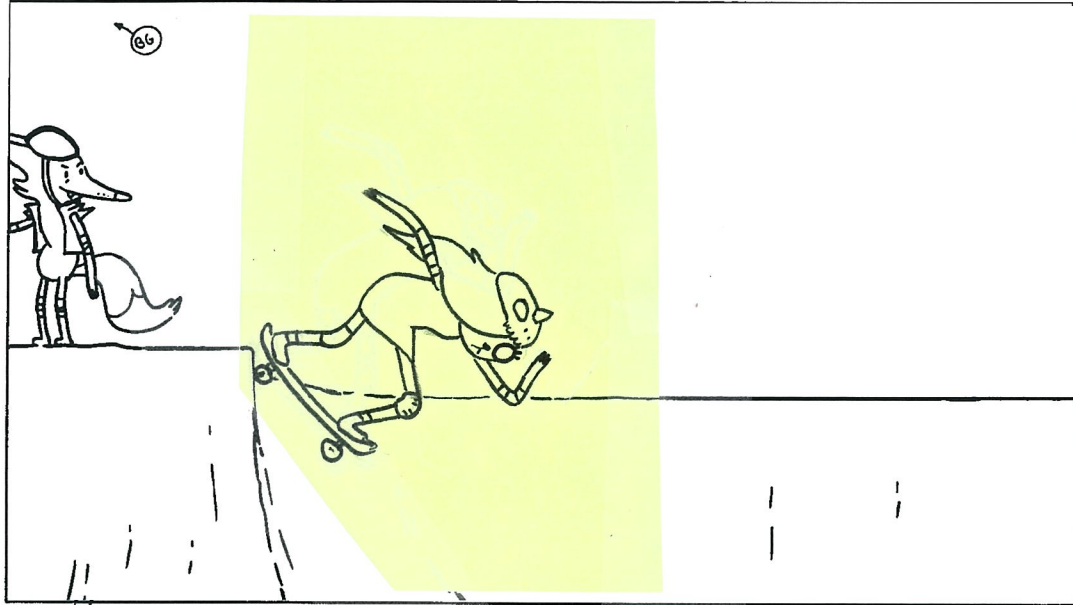
Page 78

78A NEXT

Sc. 38 *cont* Pnl. E

Bg.

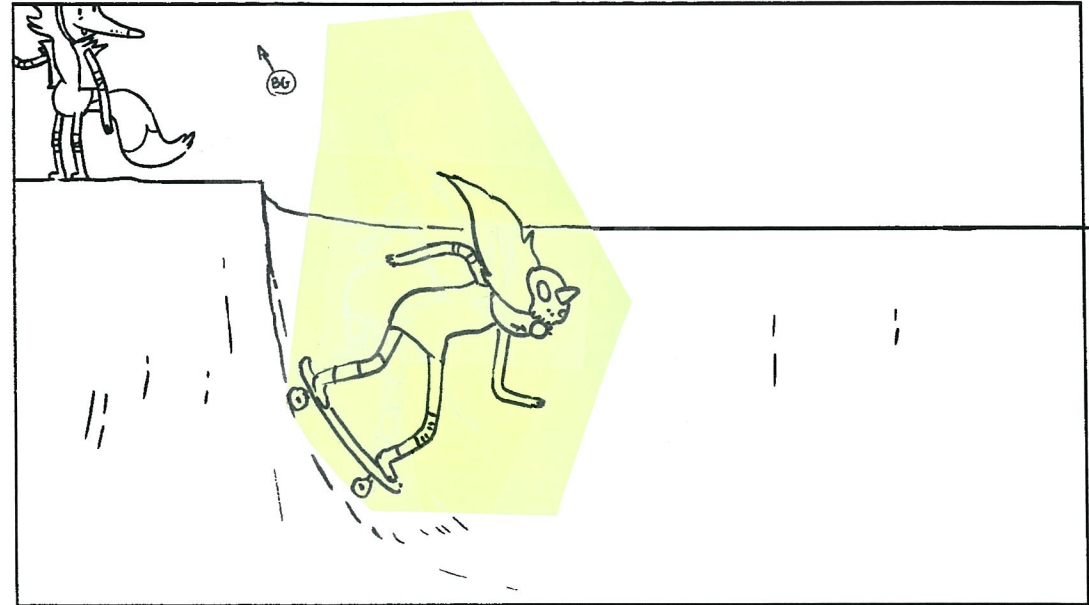
day night



Sc. 38 *cont* Pnl. F

Bg.

day night



Dialog:

SFX:
CHFF

Action:

- CAMERA FOLLOWS BRONWYN

Timing:

MAR 16 2016

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EPISODE #

Production :

1042 245

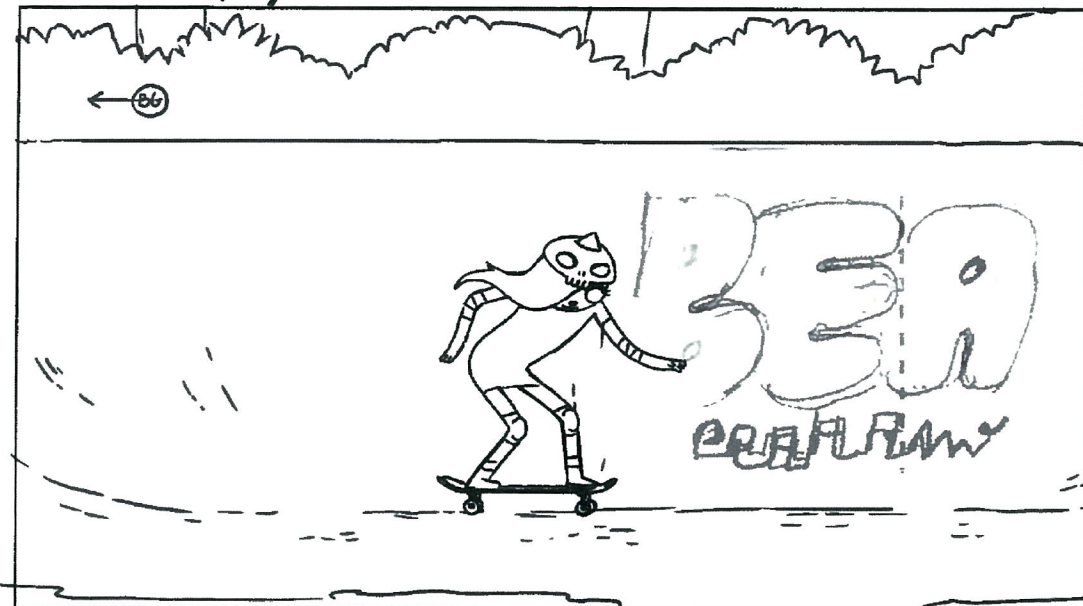
ADVENTURE TIME



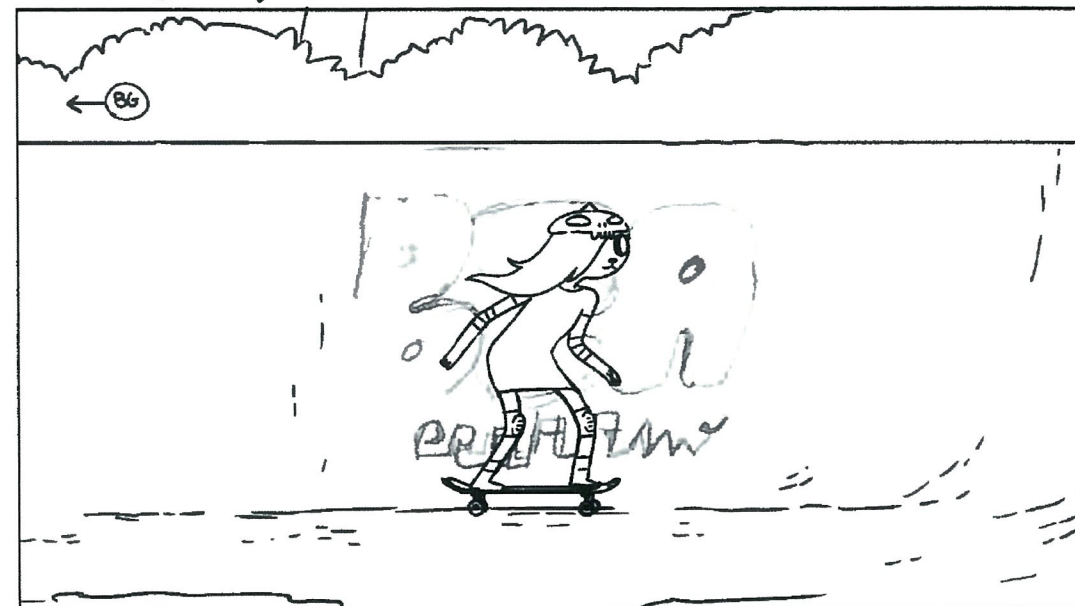
Page 78A

78B NEXT

Sc. 38 *cont* Pnl. G Bg. day night



Sc. 38 *cont* Pnl. H Bg. day night



Dialog:
Action:
Timing:

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EPISODE #

1042 245

Production :

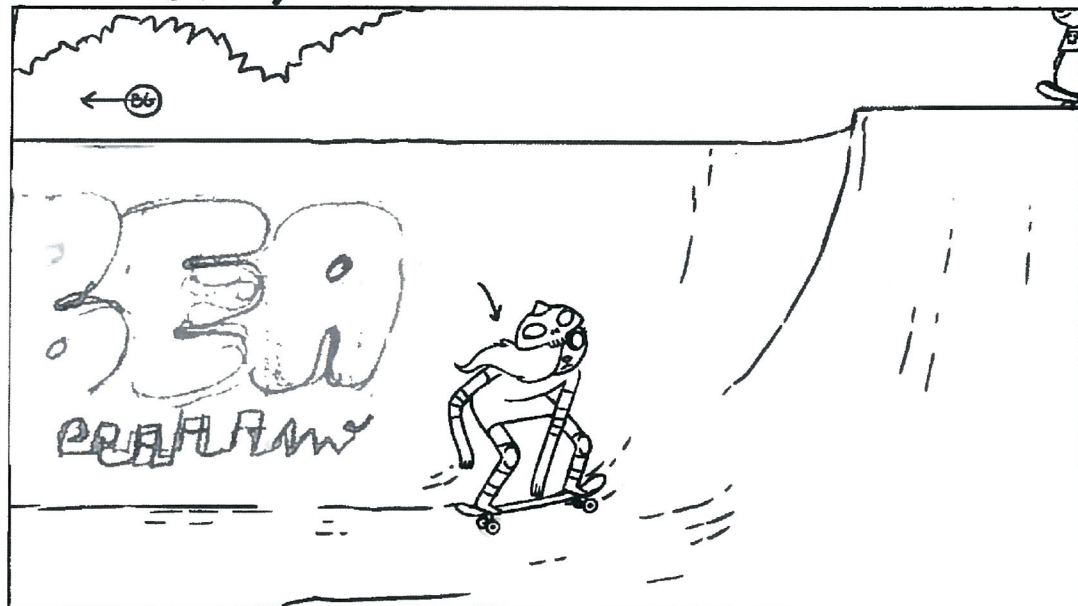
1042 245

ADVENTURE TIME

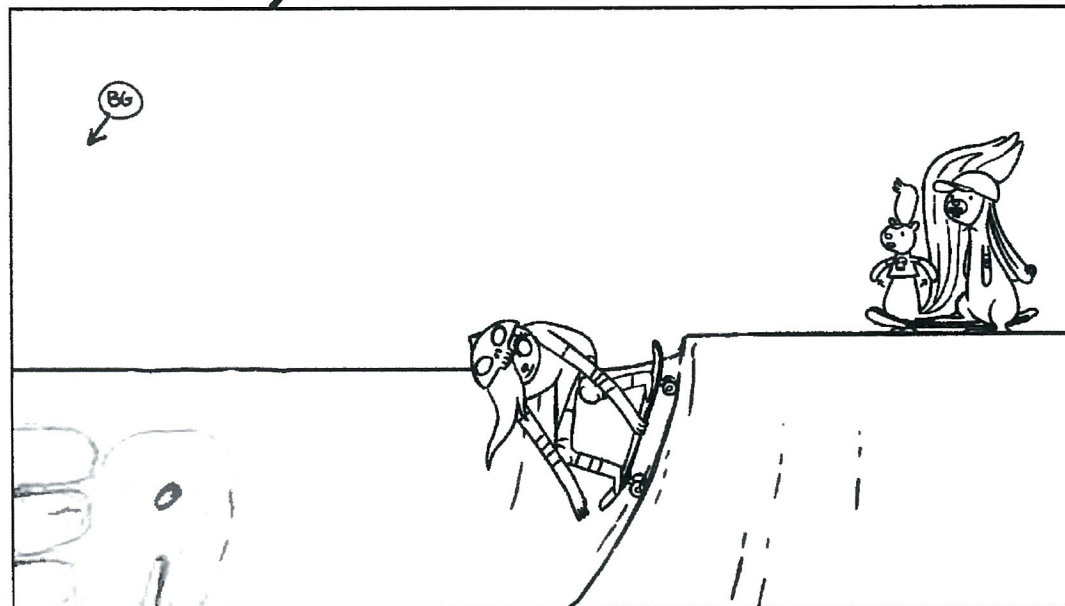


Page 78 B
 day night **79 NEXT**

Sc. 38 *cont* Pnl. I Bg. day night



Sc. 38 *cont* Pnl. J Bg. day night



Dialog:

Action:

Timing:

MAR 16 2016

EPISODE #

Production :

1042-245

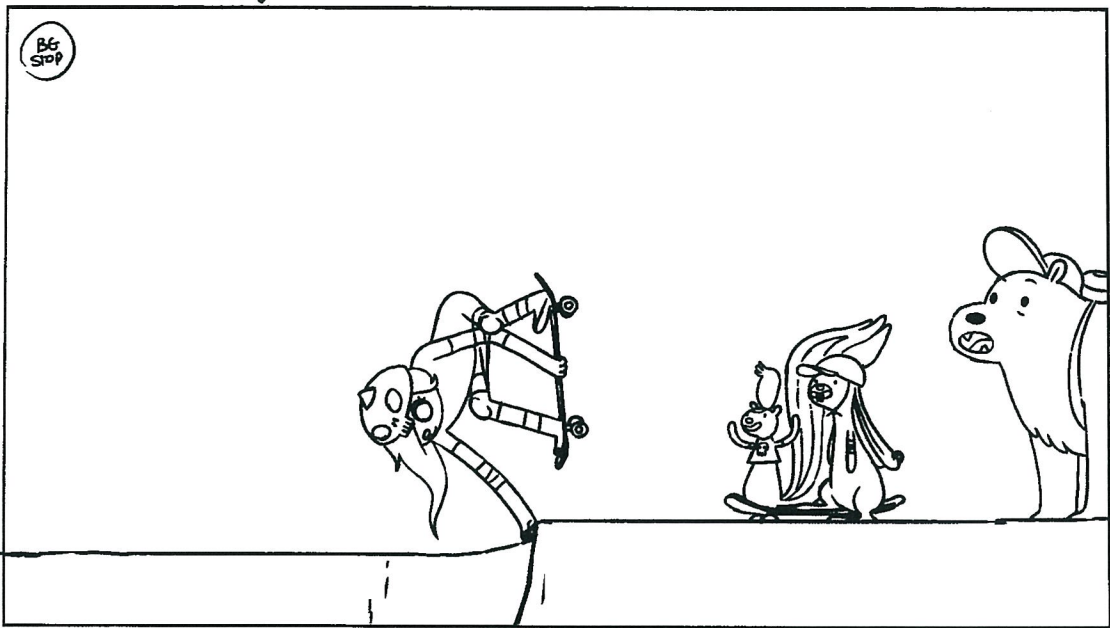
1042 245

1042 245

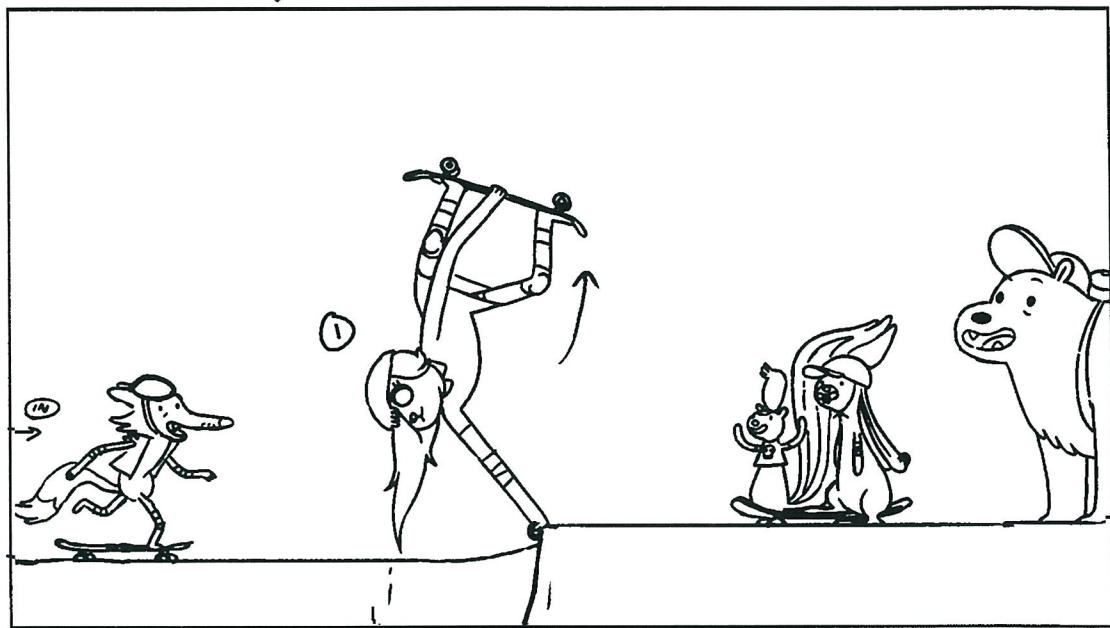
ADVENTURE TIME



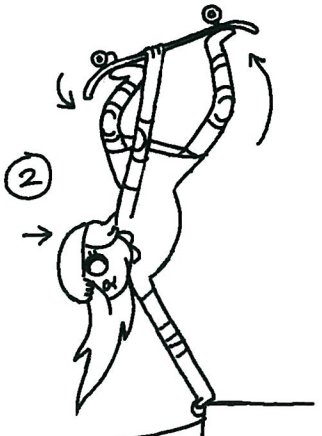
Sc. 38 *cont* Pnl. K Bg. day night



Sc. 38 *cont* Pnl. L Bg. day night



Dialog:	<p><u>SKUNK</u>: YAY!</p> <p><u>RABBIT</u>: GO BRONWYN!</p>	<p><u>ALL</u>: WOO HOO! YEAH!</p> <p>HA HA!</p>
Action:	<p>- FOX SKATES ON/S.</p> <p>TWEAK/MOVING HOLD FROM ① to ②</p>	
Timing:	<p>MAR 18 2015</p>	



1042 245

EPISODE # 1042-245

1042 245

Production :

1042 245

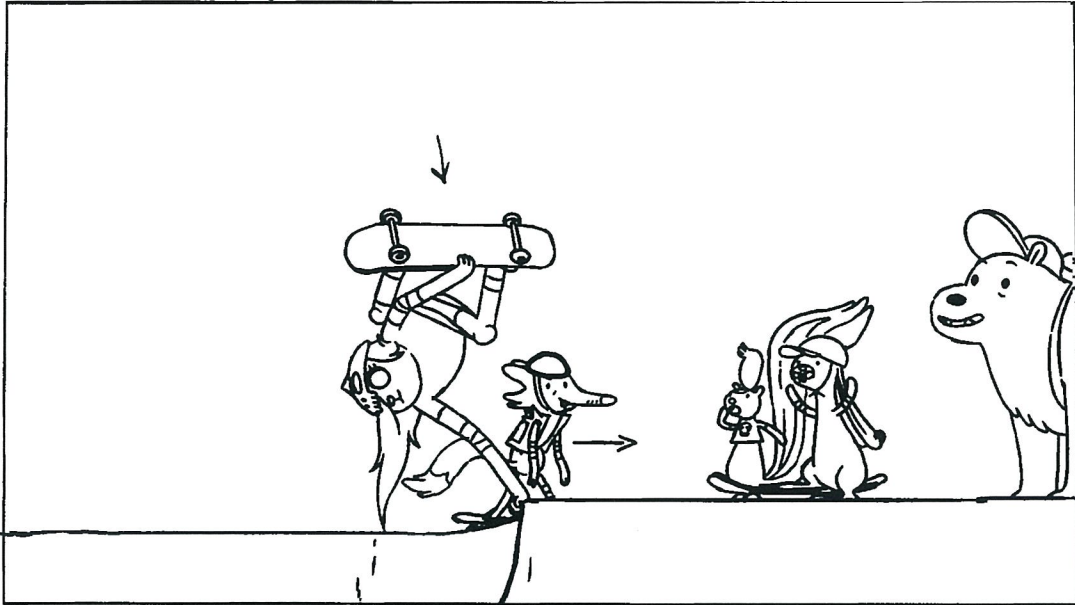
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1042 245

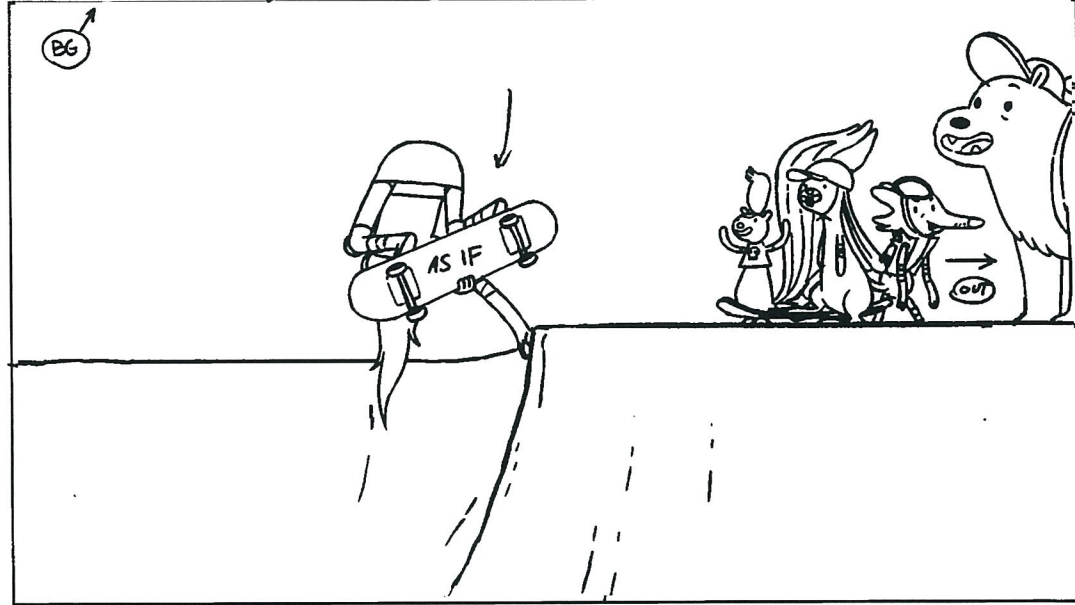
ADVENTURE TIME



Sc. 38 *cont* Pnl. M Bg. day night



Sc. 38 *cont* Pnl. N Bg. day night



Dialog: SKUNK: YEAH, BRONWYN DO THE
RABBIT: AIR FLIP
DO IT! DO IT!

BEAR: GO FOR IT!

Action: - ON BRONWYN WITH FRIENDS.

- FOX PASSES BEHIND OTHER TEENS

- CAM FOLLOWS BRONWYN

MAR 1:6 2016

Timing:

1042-245

EPISODE #

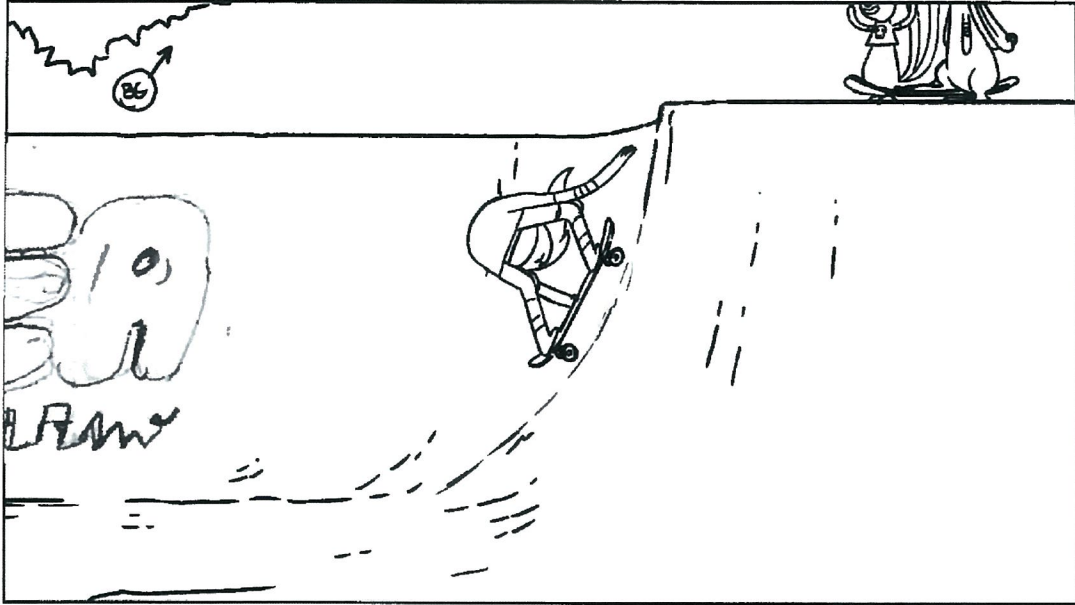
Production :

1042 245

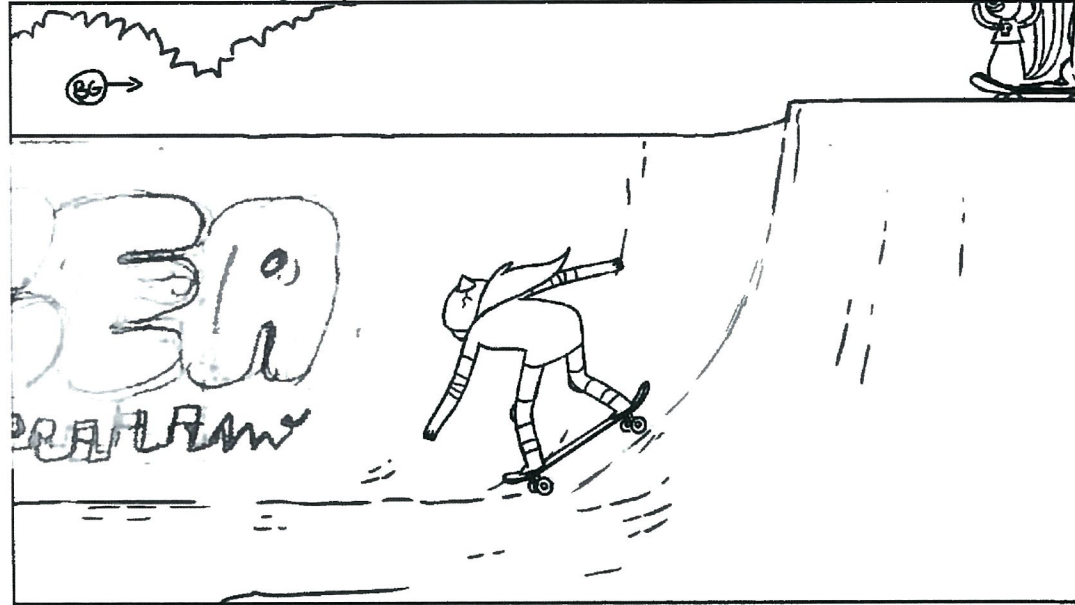
ADVENTURE TIME



Sc. 38 *cont* Pnl. O Bg. day night



Sc. 38 *cont* Pnl. P Bg. day night



Dialog:	<u>FOX</u> : YEAH BRONWYN! <u>SKUNK</u> : YAY! <u>RABBIT</u> : BRONWYN! <u>FOX</u> : YES! <u>BEAR</u> : UH-HUH!
Action:	
Timing:	

MAR 16 2016

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1042-245

EPISODE #

1042 245

Production :

1042 245

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ADVENTURE TIME



Page 82

Sc.	Pnl.	Bg.	day	night

Sc.	38	Pnl.	Q	Bg.	day	night

Dialog:
Action:
Timing:

MAR 16 2016

Production : EPISODE # 1042-245

1042 245

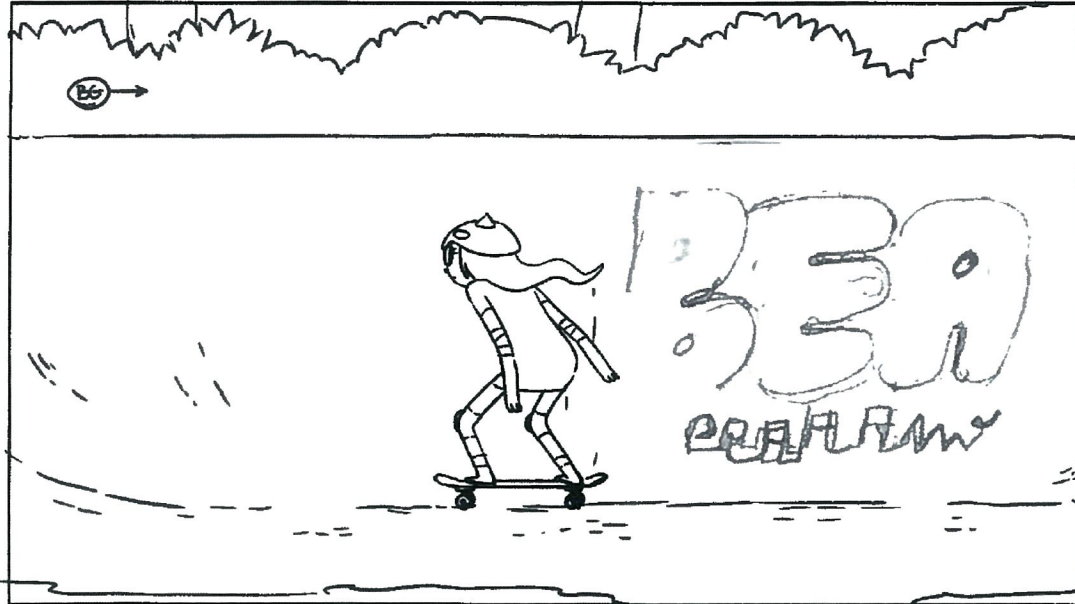
1042 245

ADVENTURE TIME

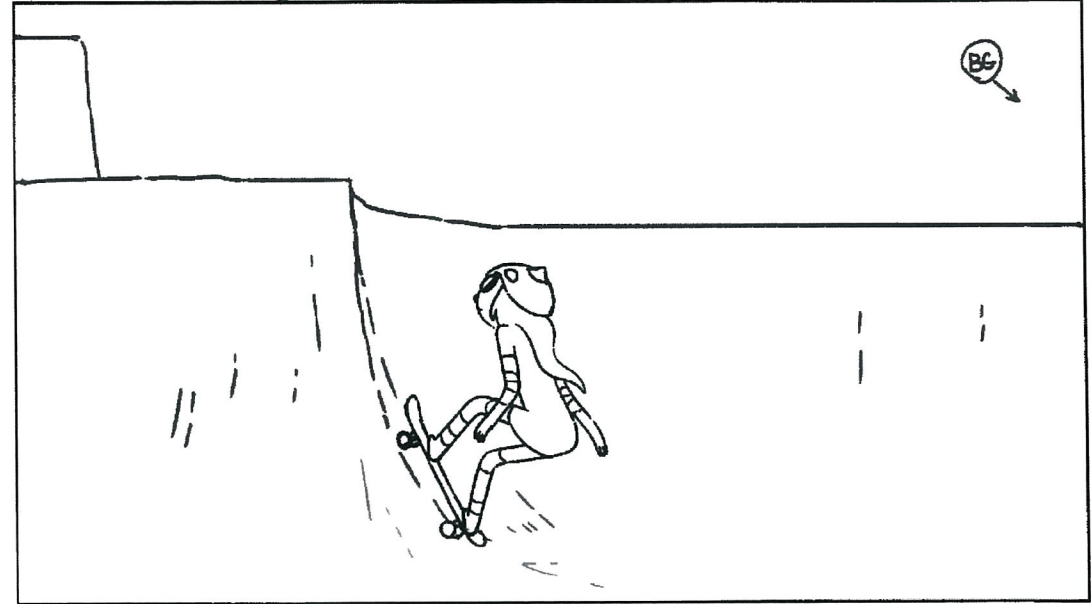


Page 83

Sc. 38 *cont* Pnl. R Bg. day night



Sc. 38 *cont* Pnl. S Bg. day night



Dialog:

SKUNK: YAY!
RABBIT: OW!

Action:

MAR 16 2016

Timing:

EPISODE #

1042-245

1042 245

Production :

1042 245

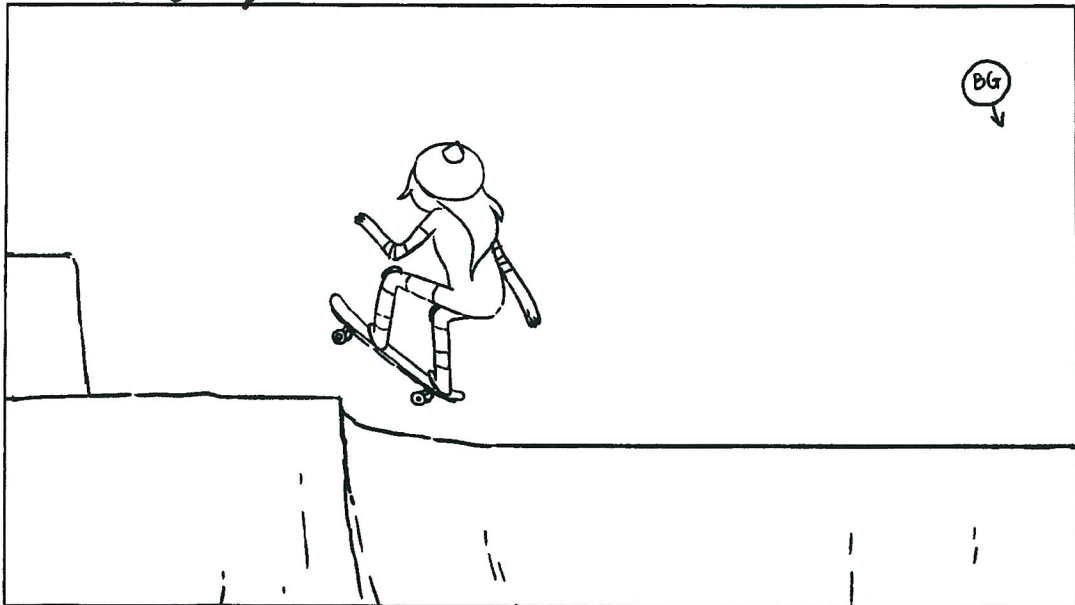
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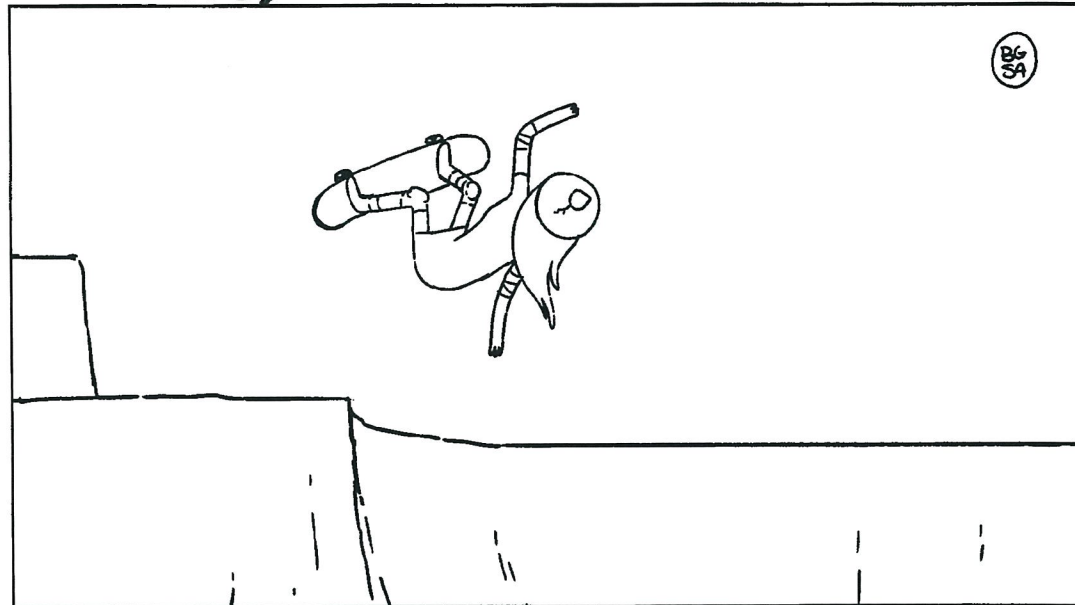
ADVENTURE TIME



Sc. 38 *cont* Pnl. T Bg. day night



Sc. 38 *cont* Pnl. U Bg. day night



Dialog:
<p>SFX: * SKSH! *</p>
Action:
Timing:

MAR 16 2016

1042-245

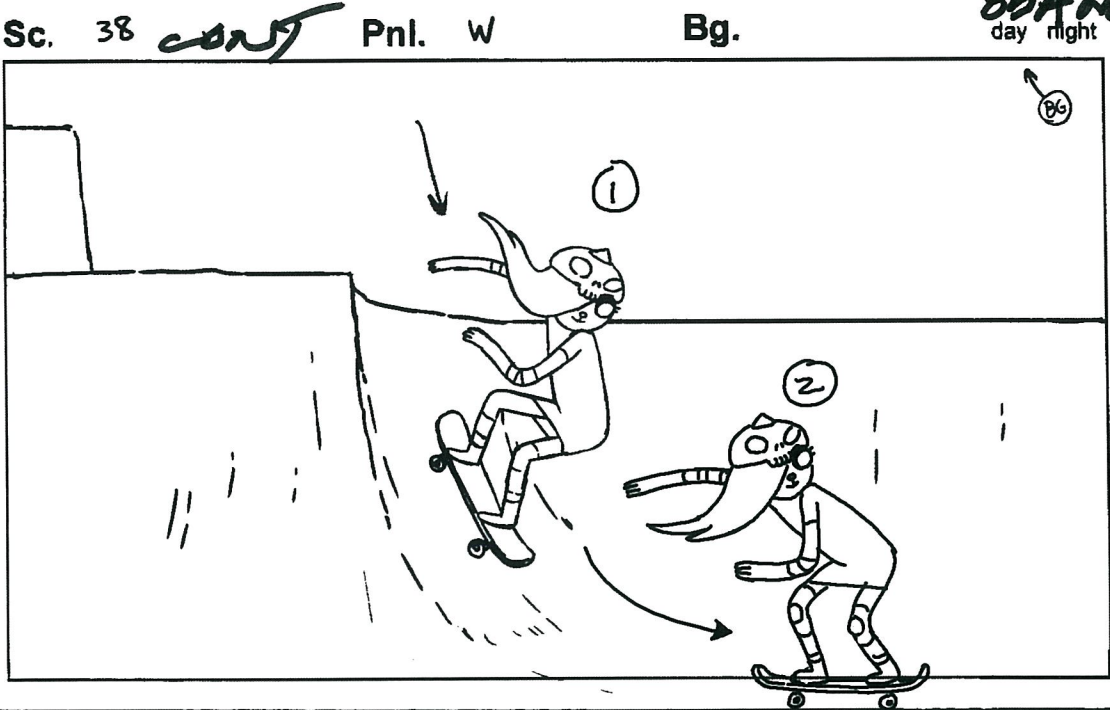
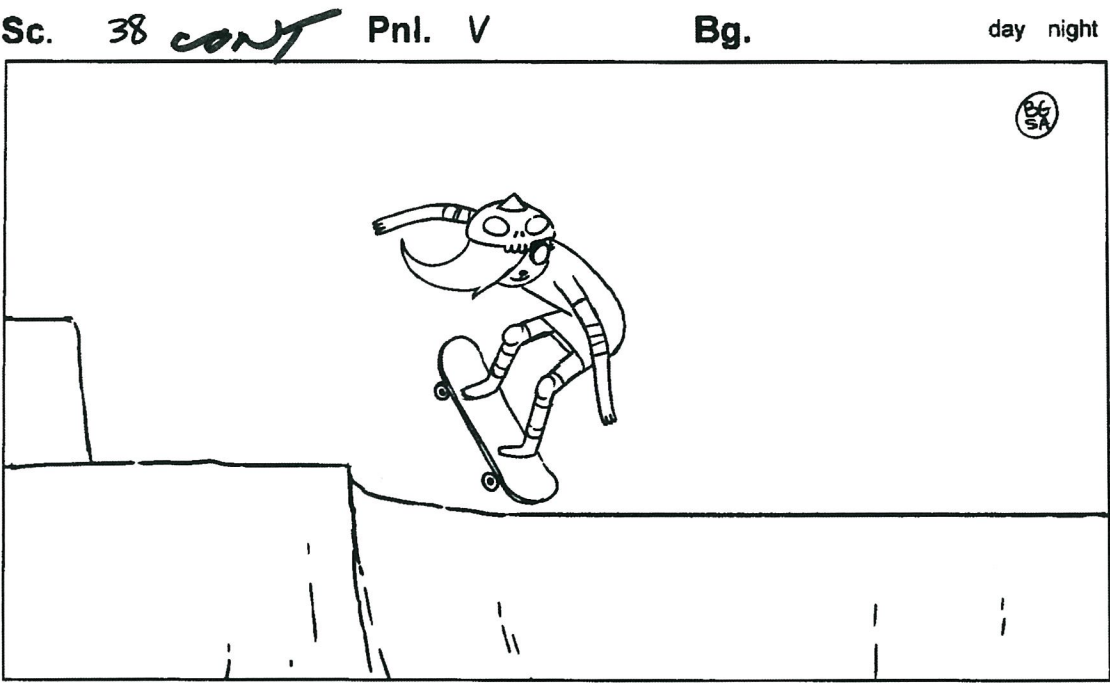
EPISODE #

Production :

1042 245

1042 245

ADVENTURE TIME



Dialog:

SFX: * CHFF *

Action:

Timing:

MAR 16 2016

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EPISODE #

Production :

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ADVENTURE TIME

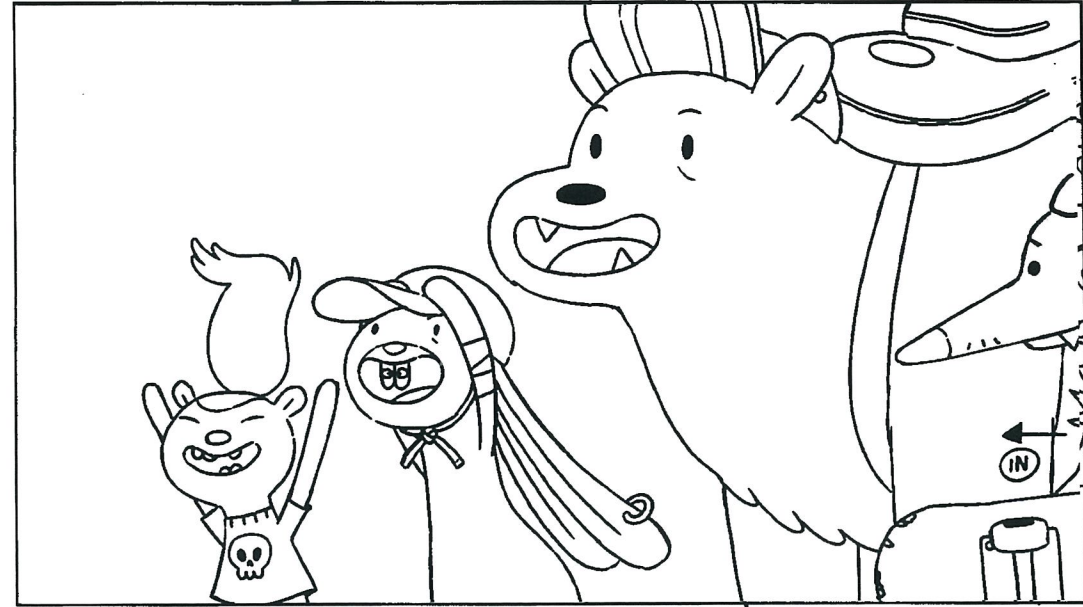


Page 85A
85B NEXT

Sc. 39 Pnl. A Bg. day night



Sc. 39 *cont* Pnl. B Bg.



Dialog:

ALL: BRON-WYN! BRON-WYN!

Action:

Timing:

MAR 18 2016

EPISODE #

1042-245

Production :

1042 245

1042 245

1042 245

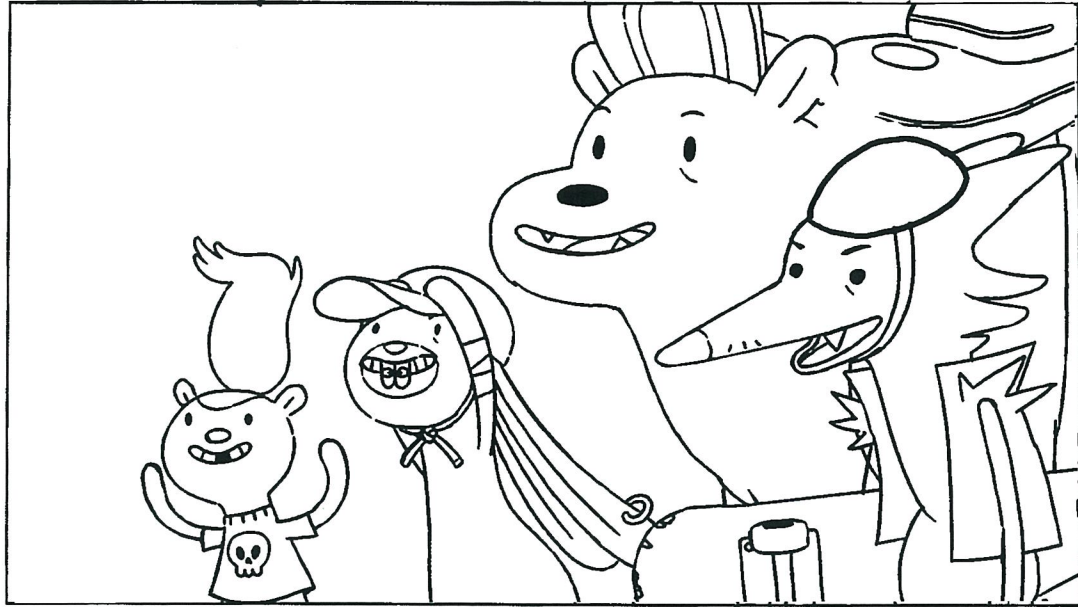
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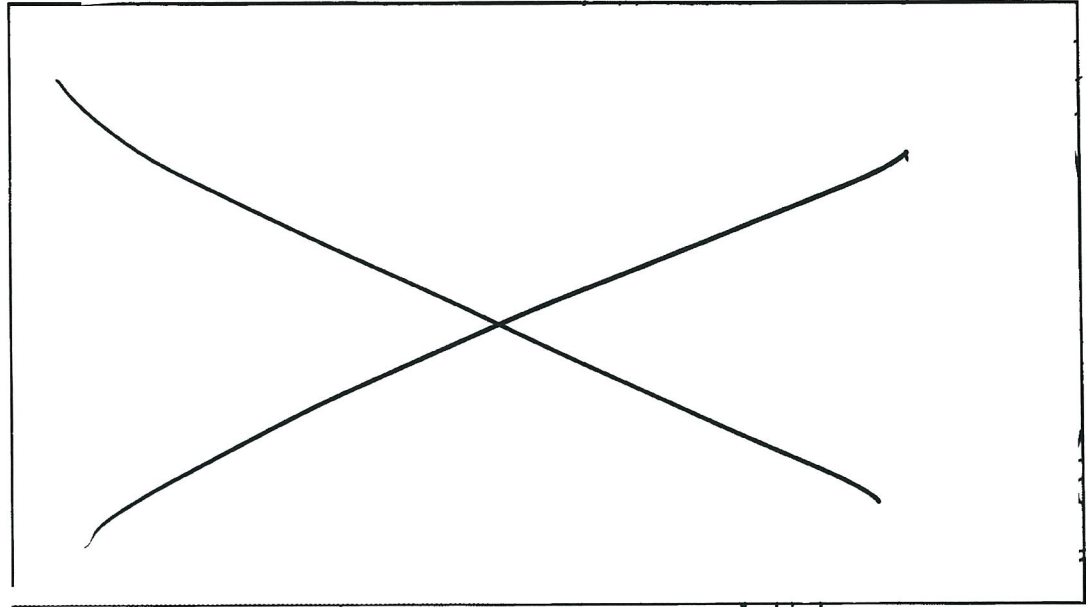
ADVENTURE TIME



Sc. 39 *cont* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Page 85 B
86 NEXT
day night

Dialog:

FOX: NICE ONE Bronwyn!

Action:

Timing:

MAR 16 2016

1042-245

EPISODE #

1042 245

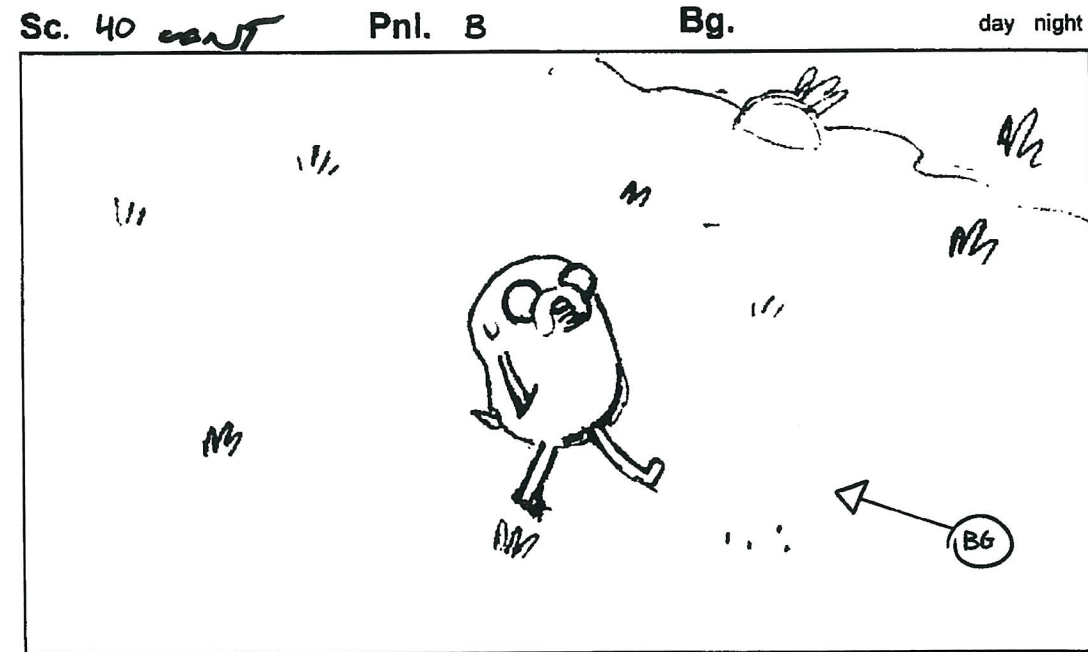
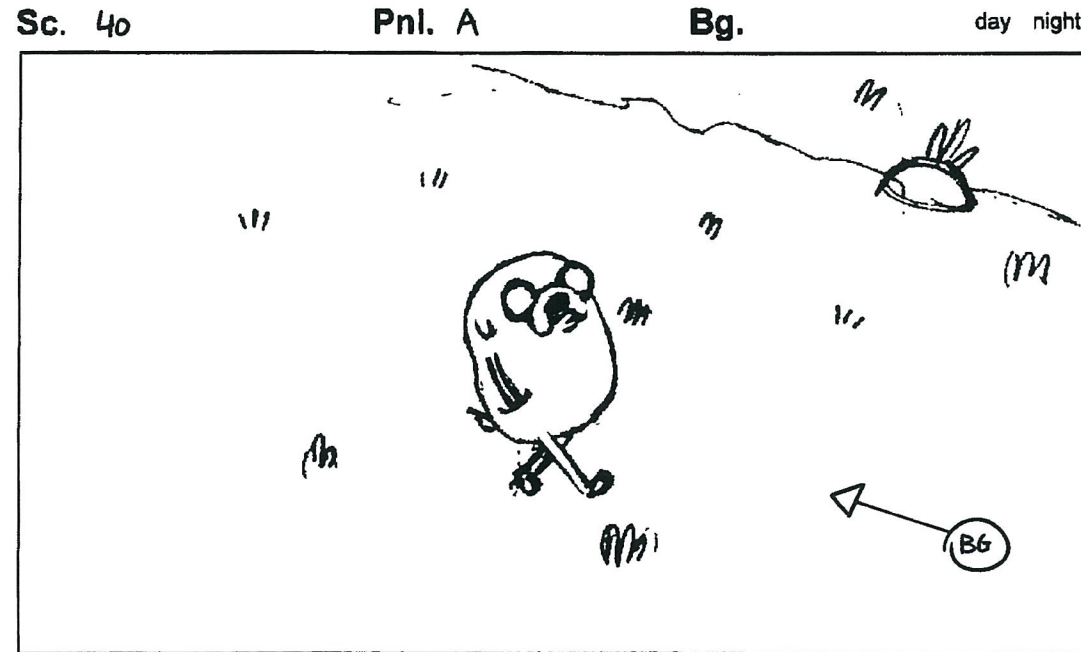
Production :

1042 245

ADVENTURE TIME



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Dialog:

J: [WHISTLING LOUDLY]

Action:

ON JAKE STROLLING TO THE
SKATEBOARD PARK . . .

MAR 16 2016

Timing:

1042-245

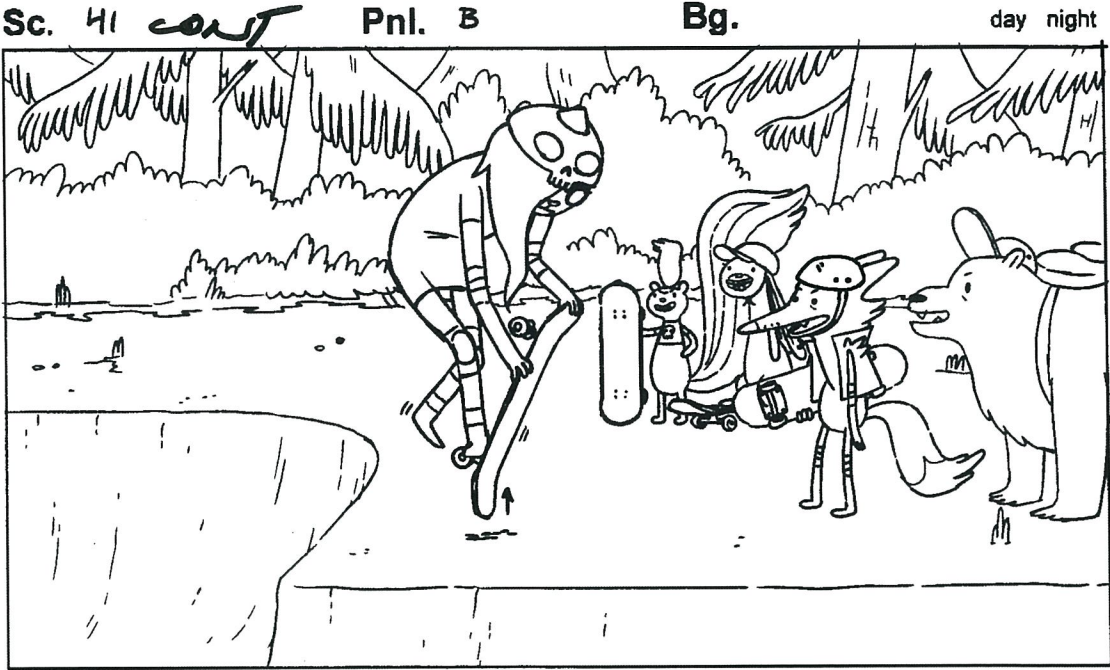
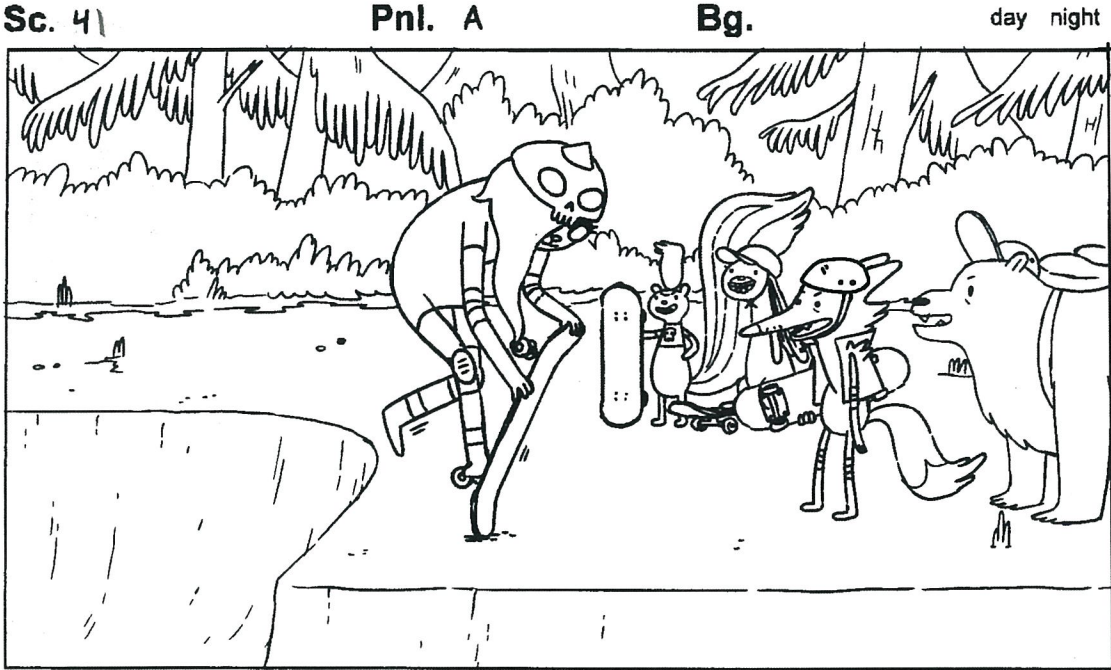
EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME



Dialog:	<p><u>TEEN ANIMALS</u> : HA HA HA HA.</p> <p><u>TEEN ANIMALS</u> : HEH HEH ...</p> <p><u>FOX</u> : CLASSIC BRONWYN.</p>	
Action:	<p>— BRONWYN HOPPING WITH SKATEBOARD</p> <p>MAR 16 2016</p>	
Timing:		

1042 245

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EPISODE # 1042-245

1042 245

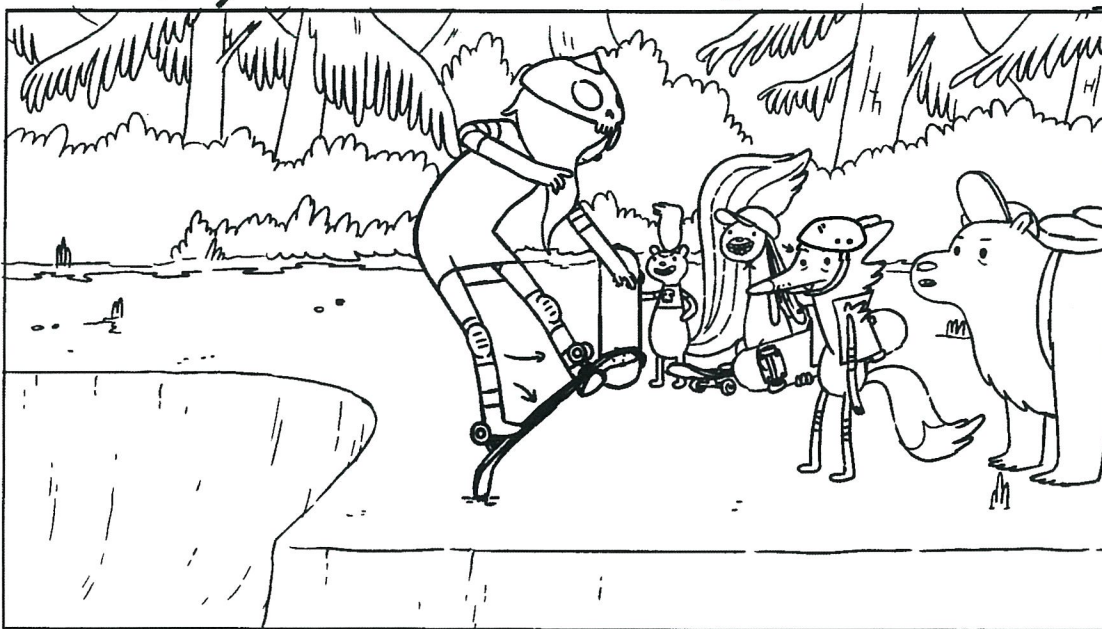
Production :

1042 245

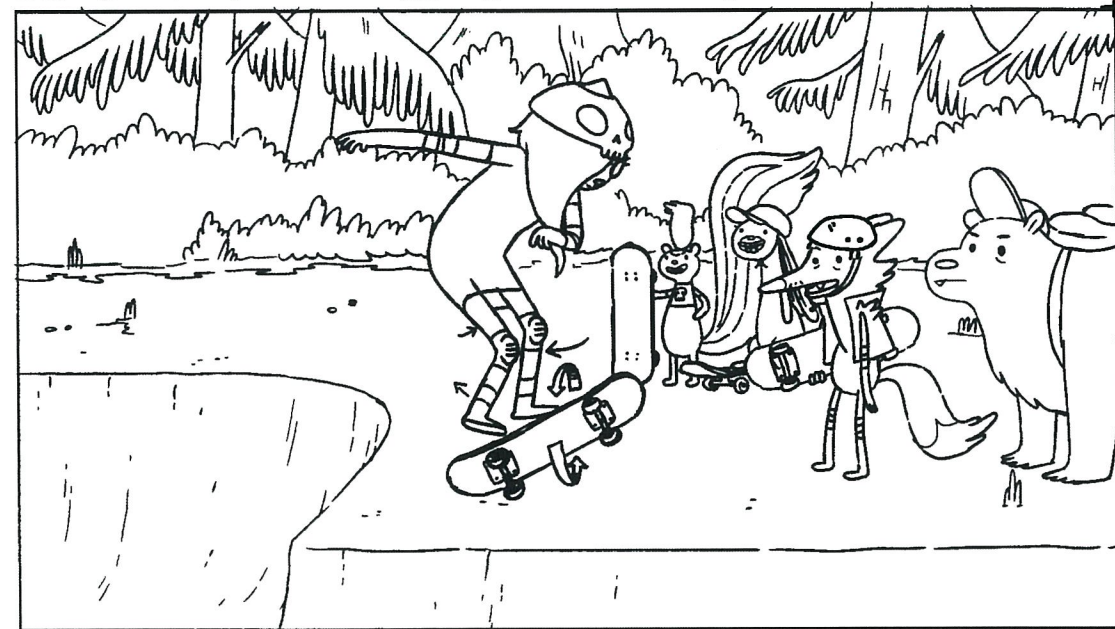
ADVENTURE TIME



Sc. 41 *cont* Pnl. C Bg. day night



Sc. 41 *cont* Pnl. D Bg. day night



Dialog:	<u>GANG</u> : HEH HEH...	<u>GANG</u> : HA HA...	MAR 16 2016
Action:	- FOX SEES JAKE		
Timing:			

1042 245

EPISODE # 1042 245
Production :

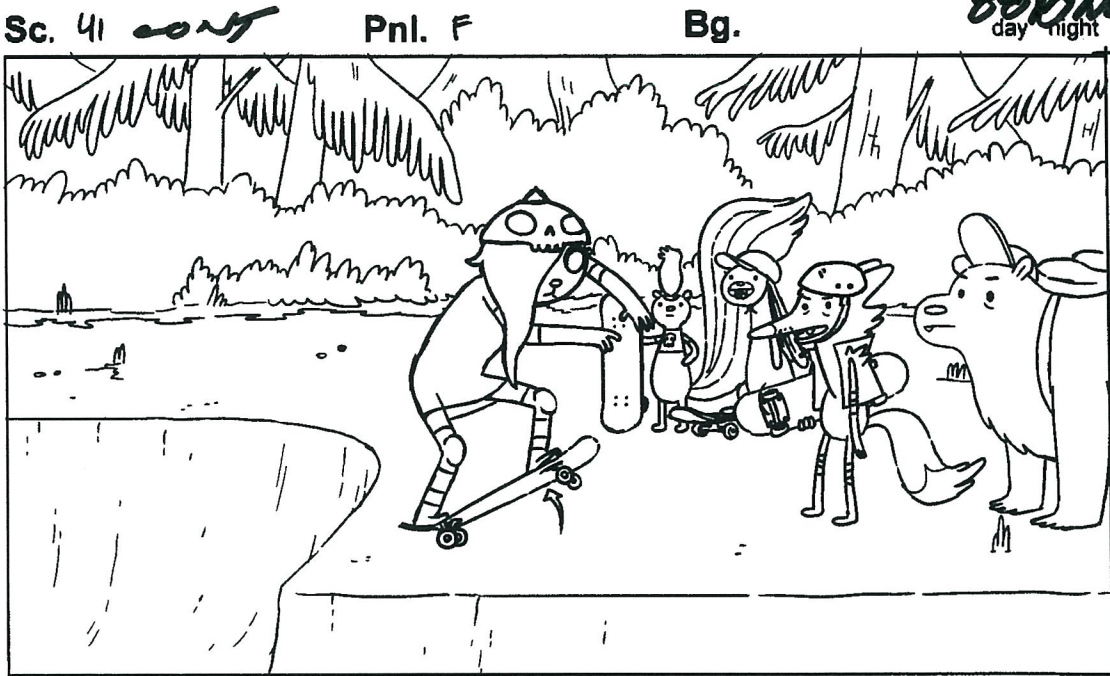
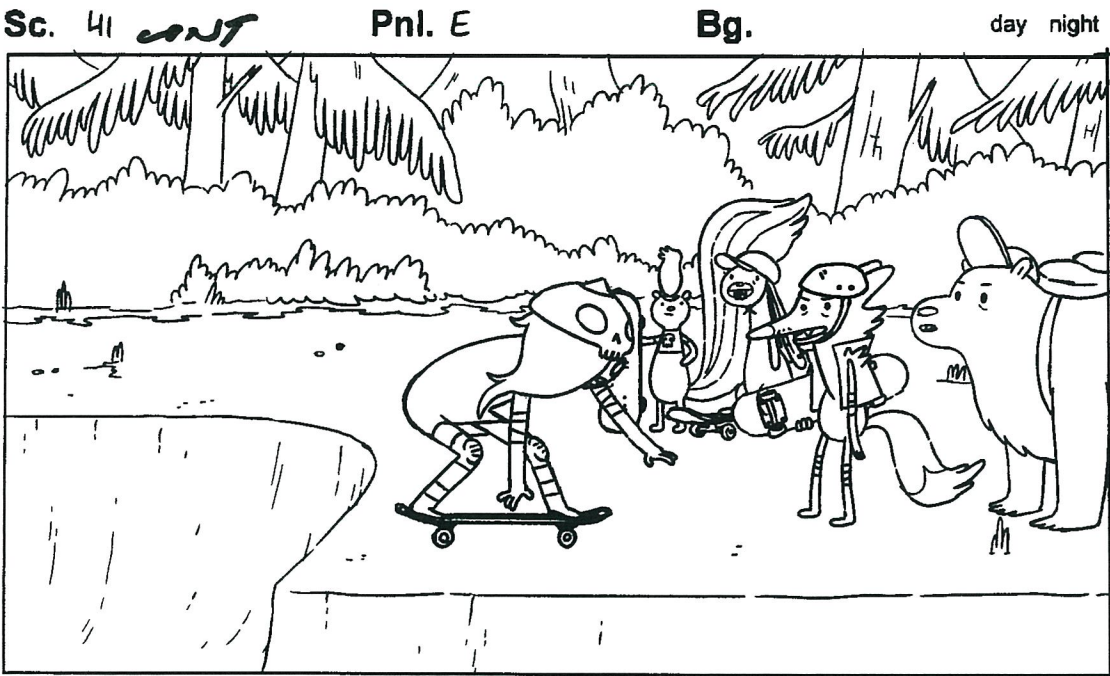
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ADVENTURE TIME



Page 88 A
88D NEXT
day night

Dialog:	FOX: - IS THAT	FOX: - YOUR DAD ?
Action:	MAR 16 2016	
Timing:		

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1042 245

Production :

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ADVENTURE TIME



Sc. 41 *CONT* Pnl. G Bg. day night

Sc. Pnl. Bg. day night

Dialog:	<u>B</u> = [Beat]
Action:	(BRONWYN TURNS AND SEES JAKE.)
Timing:	

MAR 16 2018

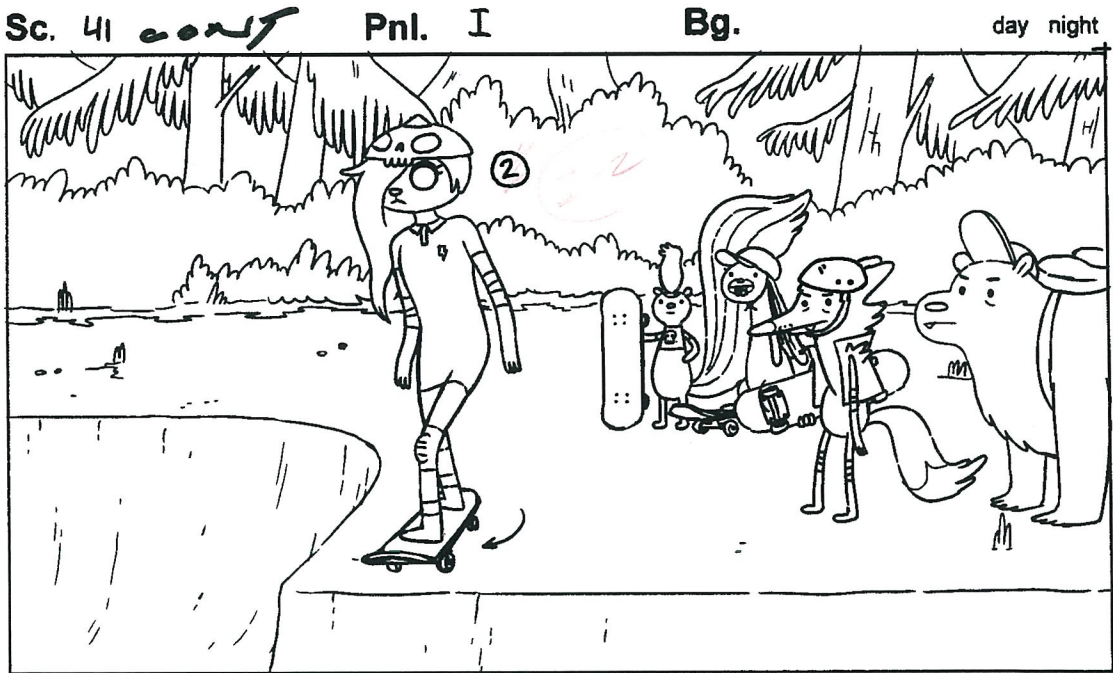
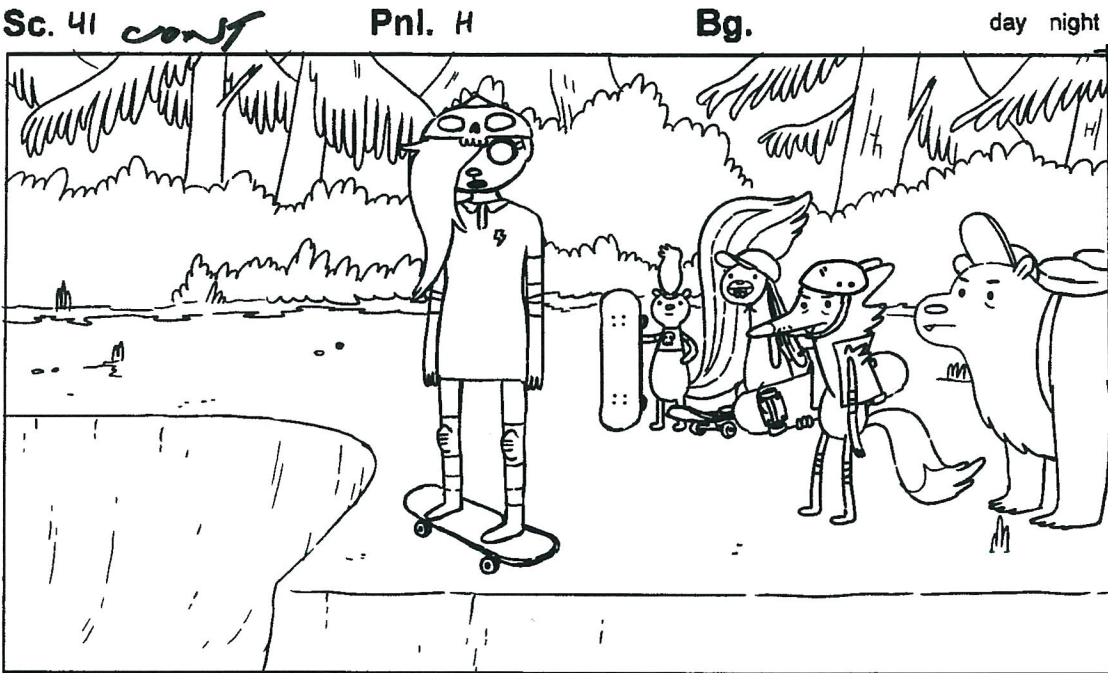
1042 245

EPISODE #

Production :

1042 245
1042-245


ADVENTURE TIME




Dialog: BRONWYN: NOPE. THAT'S MY GRANDAD.

Action:

Timing:



- B. ① TURNS. 
LEADING ACTION W/ HER UPPER BODY. ② SKATE BOARD TURN IS DELAYED.

MAR 18 2016

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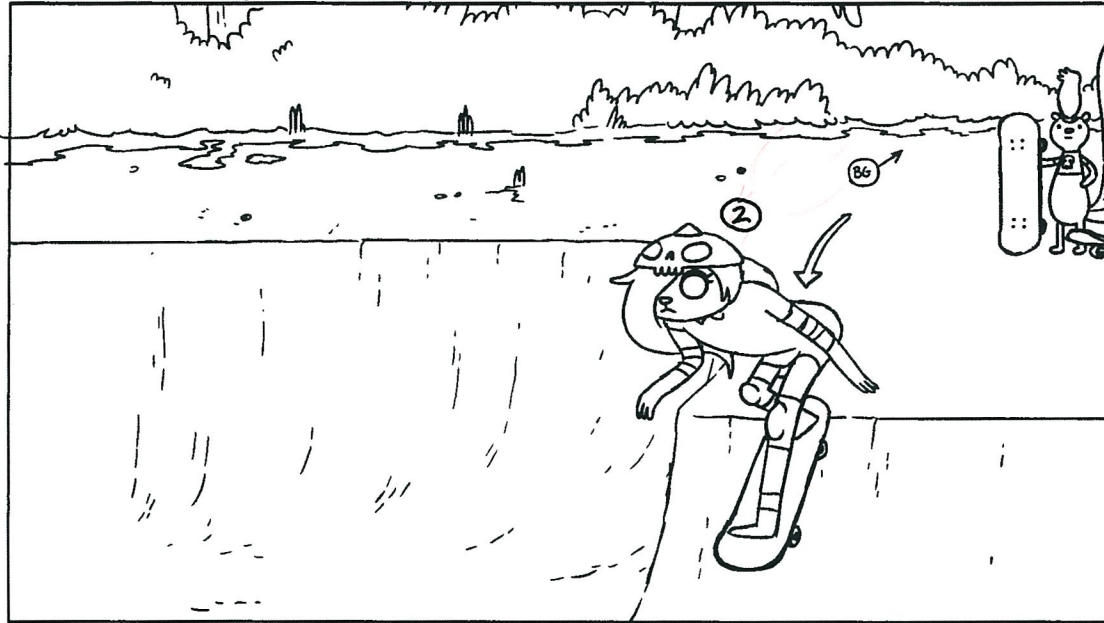
ADVENTURE TIME



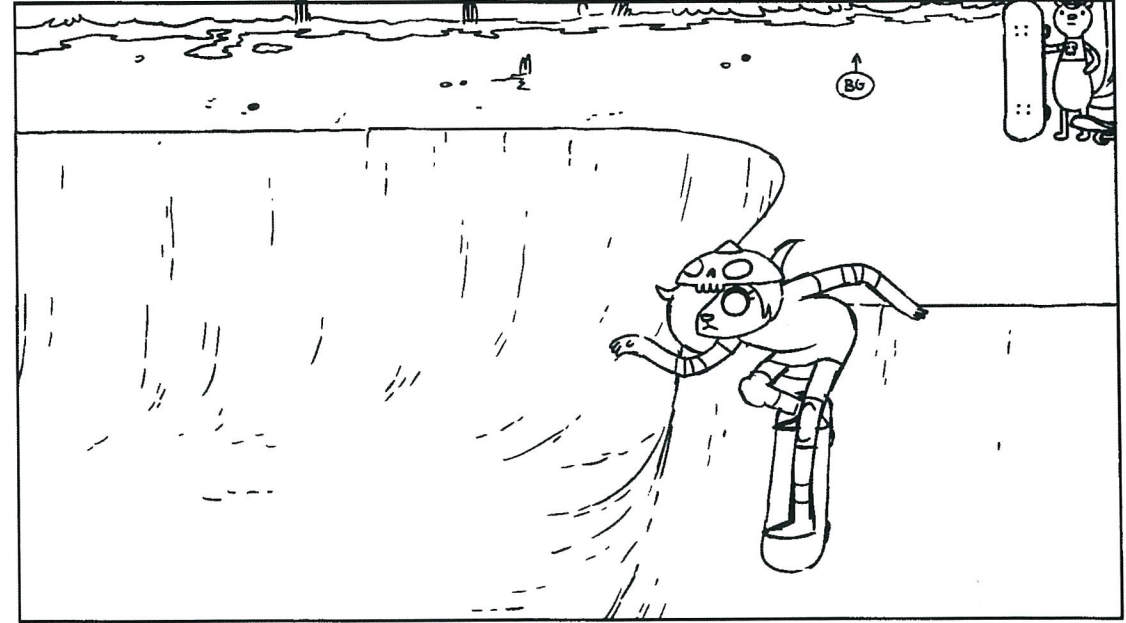
Page 90

90A NEXT
day night

Sc. 41 *cont* Pnl. J Bg. day night



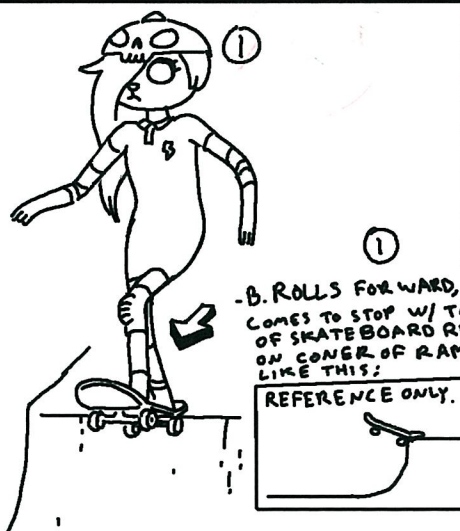
Sc. 41 *cont* Pnl. K Bg. day night



Dialog:

Action:

Timing:



① -B. ROLLS FORWARD, COMES TO STOP W/ TAIL OF SKATEBOARD RESTING ON CORNER OF RAMP LIKE THIS:

REFERENCE ONLY.

② B. "DROPS IN"

REFERENCE ONLY.



CAMERA FOLLOWS BRONWYN DOWN TO TALK TO JAKE.

MAR 6 2016

EPISODE # 1042-245

1042 245

Production :

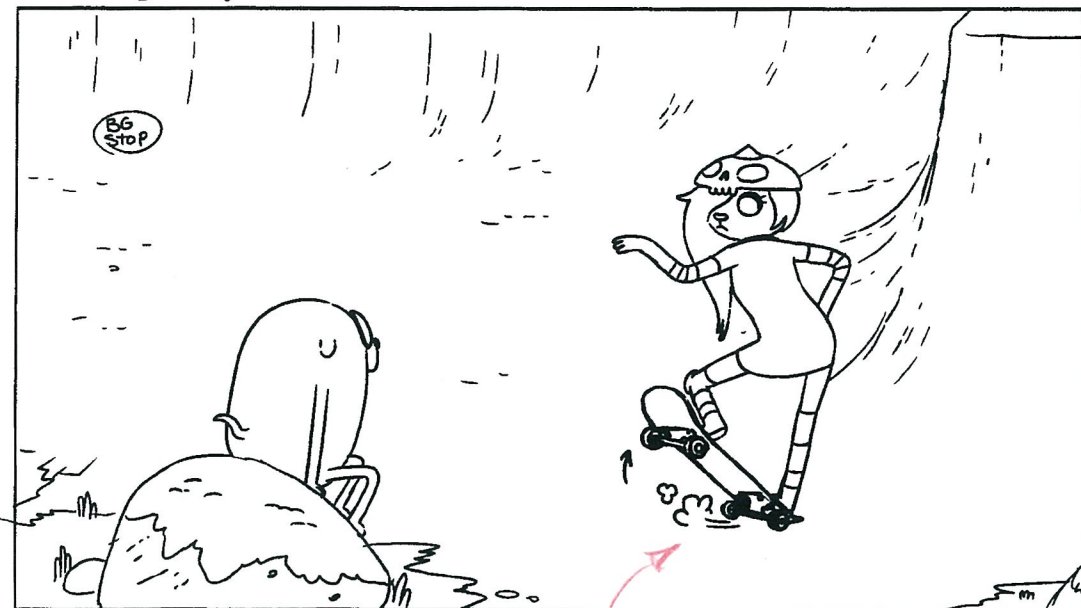
1042 245

ADVENTURE TIME

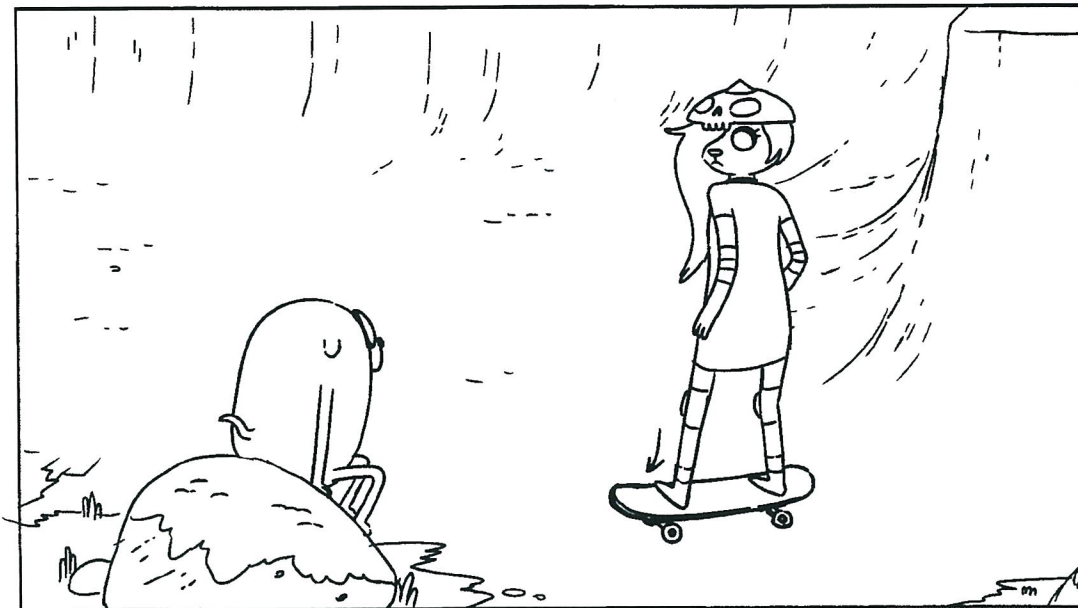


Page 90A
90B NEW

Sc. 41 *cont* Pnl. L Bg. day night



Sc. 41 *cont* Pnl. M Bg. day night



Dialog:

SFX: SCOOCH!

(IX)
90-SFX + LSP

Action:

CAMERA FOLLOWS BRONWYN DOWN
TO TALK TO JAKE.

MAR 18 2016

Timing:

EPISODE #

1042-245

1042 245

Production :

1042 245

1042 245

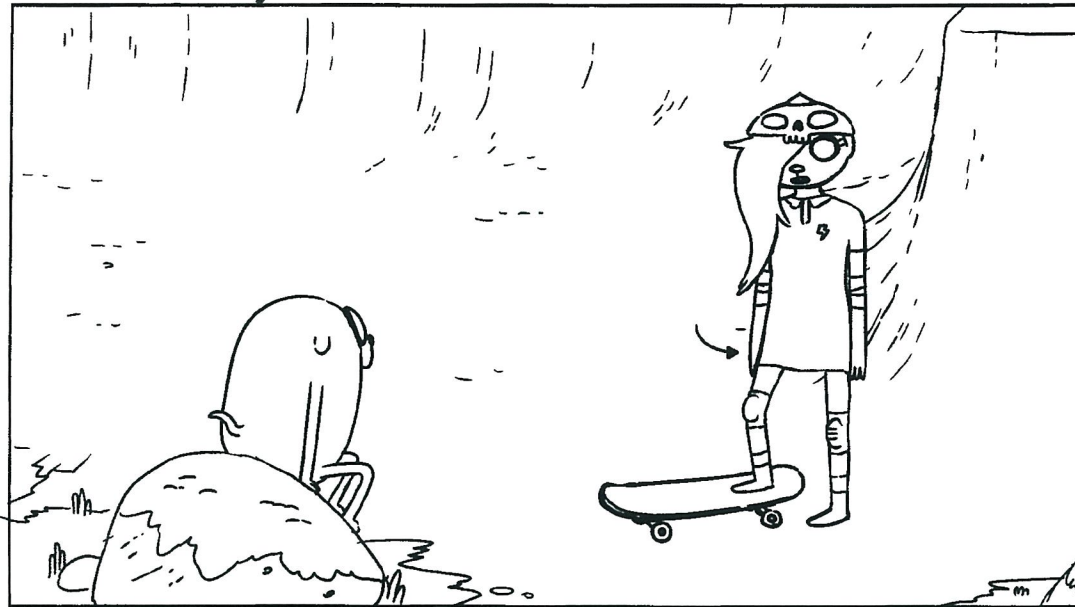
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ADVENTURE TIME

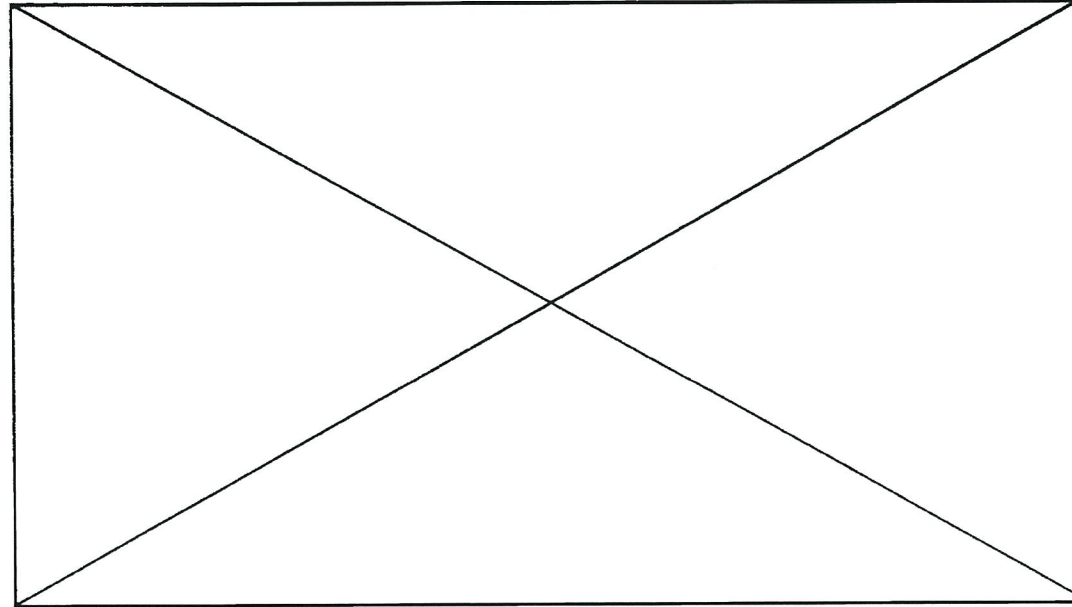


Page 908
9/1/15
day night

Sc. 41 cont Pnl. N Bg. day night



Sc. Pnl. Bg. day night



Dialog: (B) SO WUT...YOU HERE TO BUST ME.

Action:

Timing:

MAR 16 2016

Production :

EPISODE #

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1042 245

ADVENTURE TIME



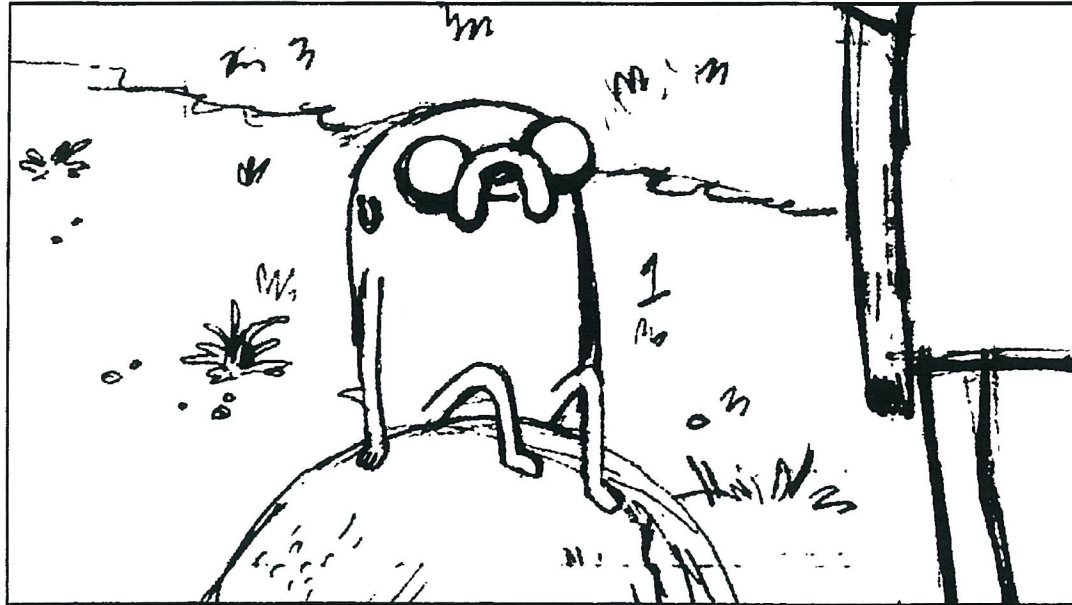
Page 91

Sc. 42

Pnl. A

Bg.

day night

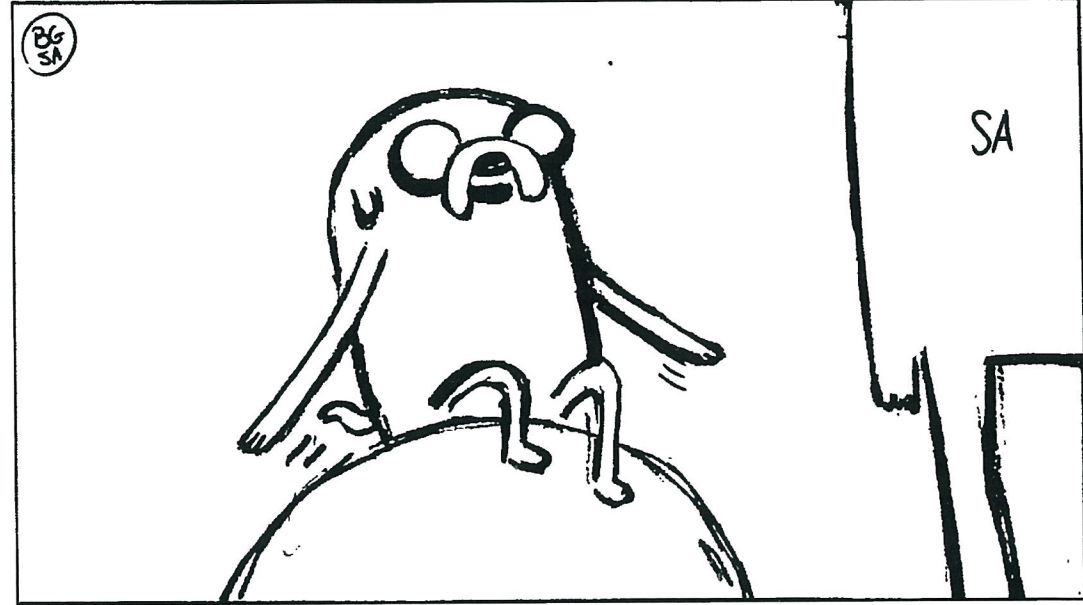


Sc. 42 *cont*

Pnl. B

Bg.

day night



Dialog:

J = NAH...

Action:

Timing:

MAR 18 2016

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EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME



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Sc. 42 *cont*

Pnl. C

Bg.

day night

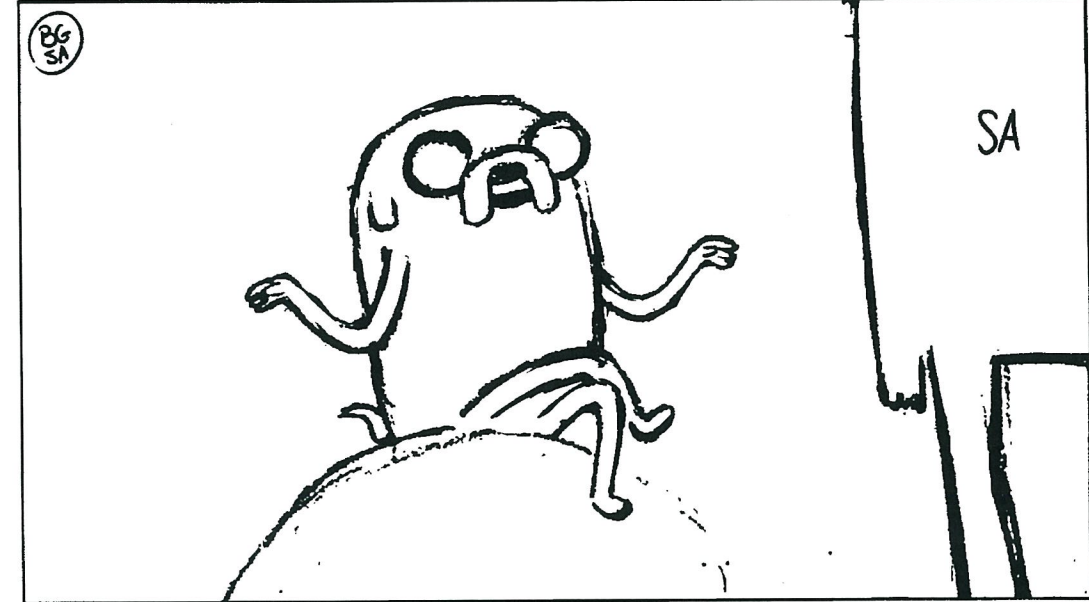


Sc. 42 *cont*

Pnl. D

Bg.

day night



Dialog:

J: I'M JUST HERE

Action:

- J. CROSSES LEGS CASUALLY.

MAR 16 2016

Timing:

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Production :

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ADVENTURE TIME



Sc. 42 *cont* Pnl. E Bg. day night



Sc. 42 *cont* Pnl. F Bg. day night



Dialog:	J: ... TO SKATE
Action:	- J. CROSSES ARMS. MAR 18 2016
Timing:	

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EPISODE #
1042 245
Production :

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ADVENTURE TIME



Page 93A
94 NEXT
day night

Sc. 43

Pnl. A

Bg.

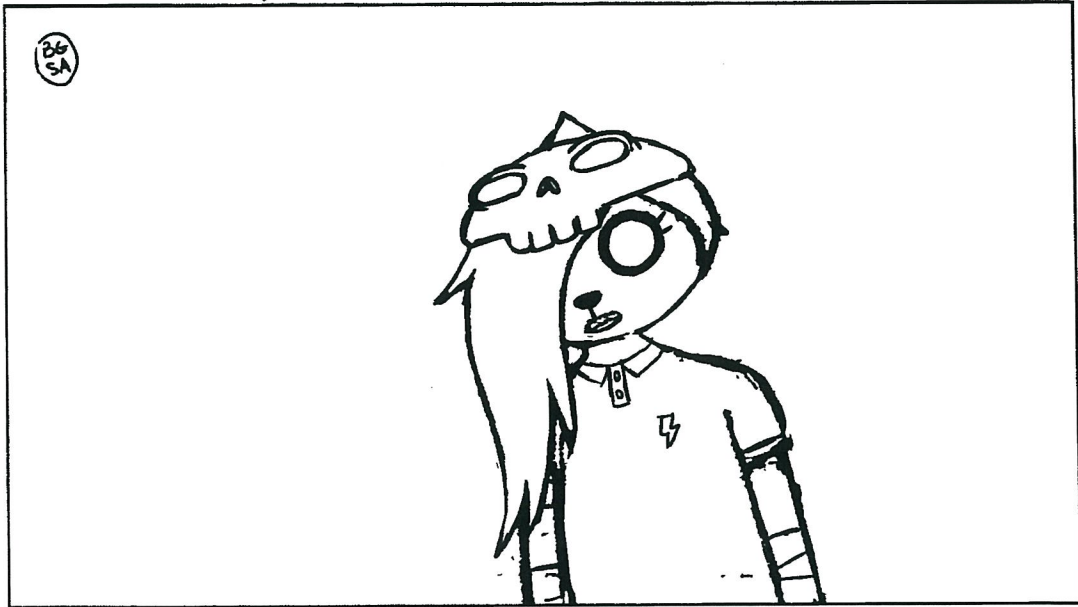
day night



Sc. 43 cont

Pnl. B

Bg.



Dialog:

[BEAT.]

B: YEAH OKAY ...

Action:

MAR 18 2016

Timing:

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EPISODE #

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Production :

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ADVENTURE TIME



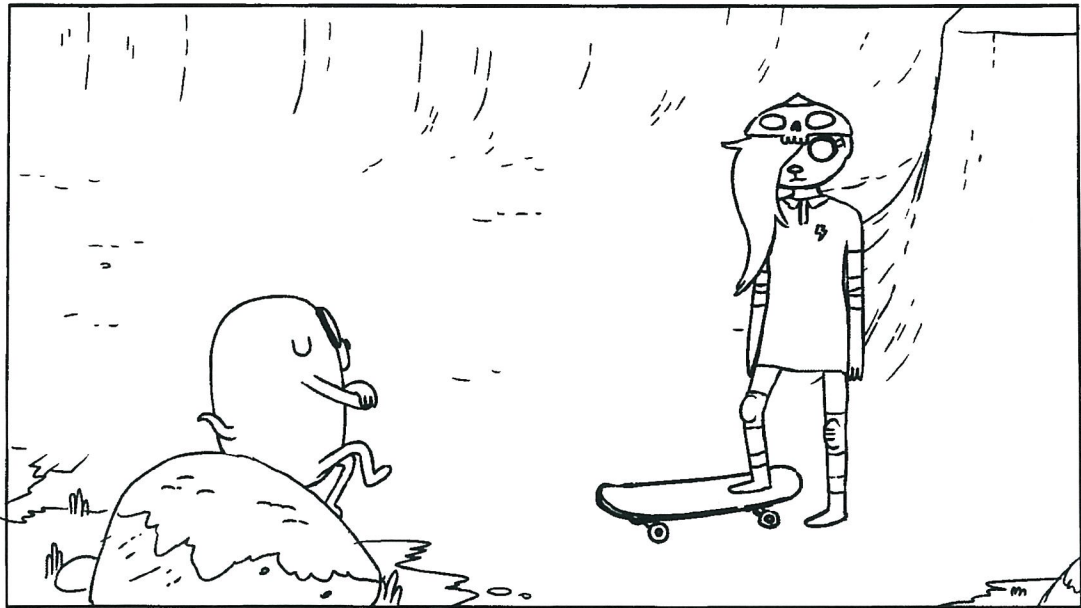
Page 94

Sc. 44

Pnl. A

Bg.

day night

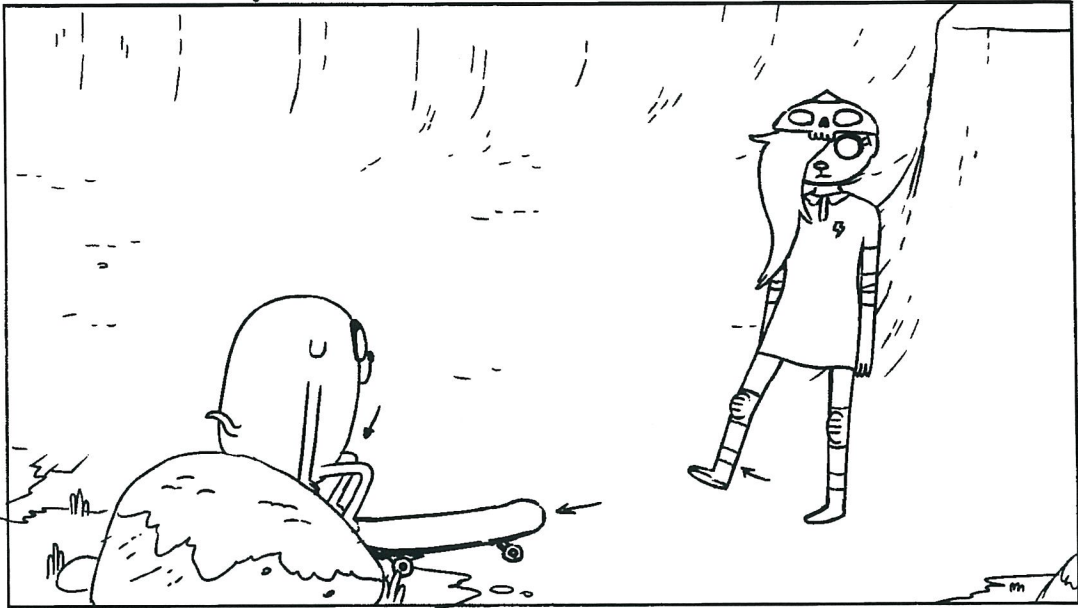


Sc. 44 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

BRONWYN PUSHES HER SKATEBOARD TO
JAKE (CASUALLY).

MAR 18 2016

Timing:

EPISODE #

Production :

1042-245

1042 245

1042 245

1042 245

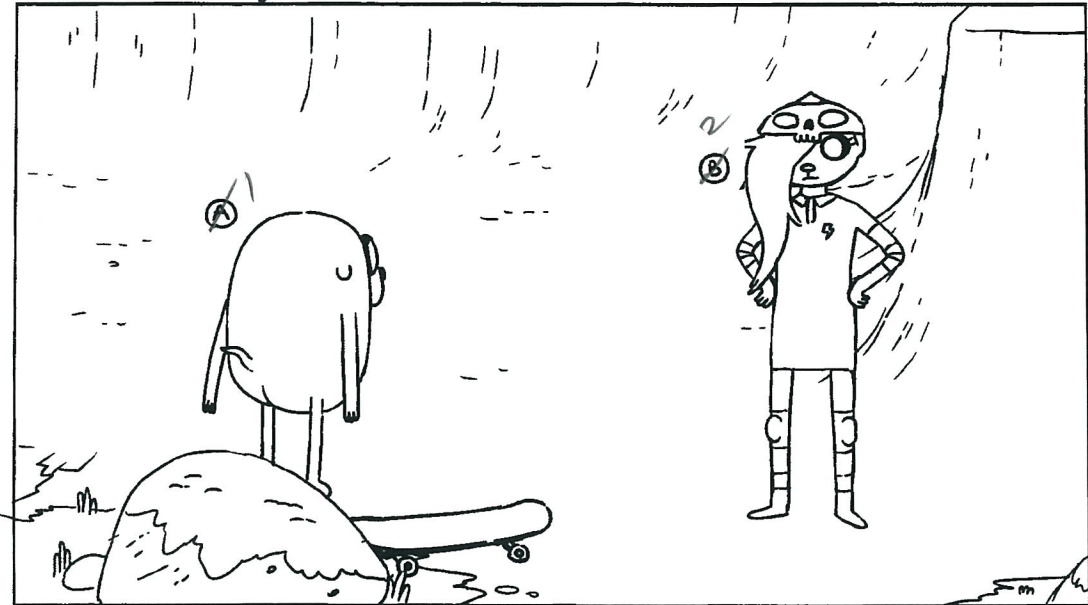
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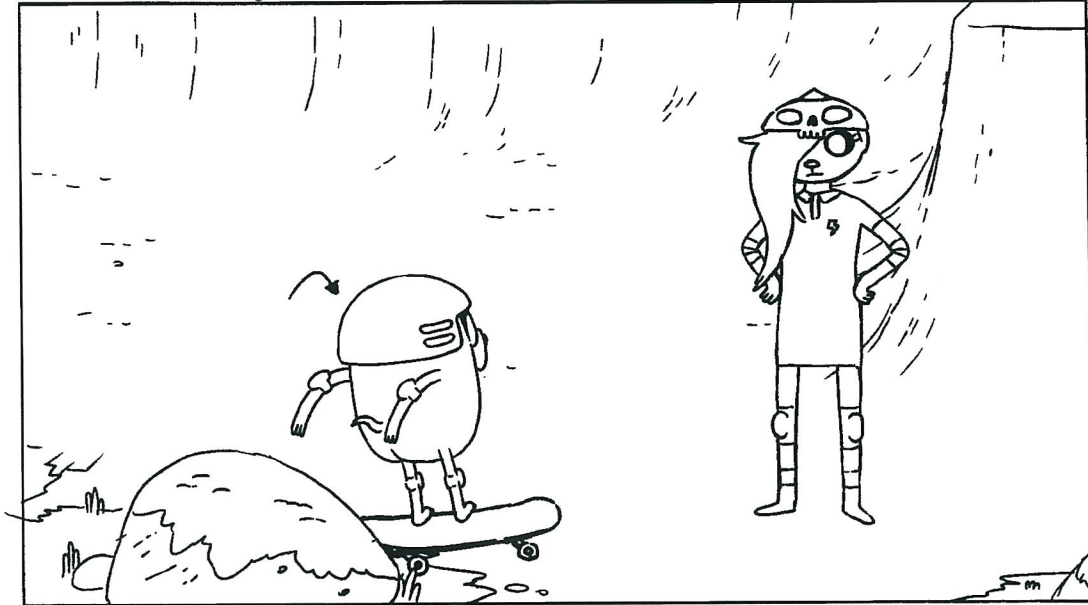
ADVENTURE TIME



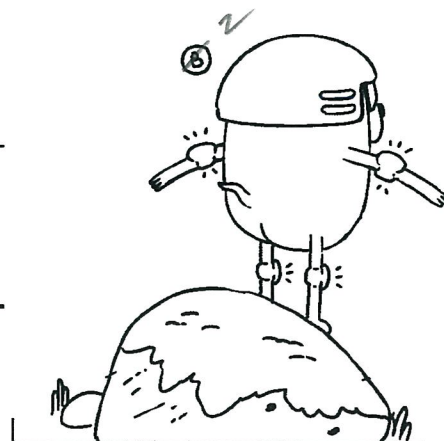
Sc. 44 *cont* Pnl. C Bg. day night



Sc. 44 *cont* Pnl. D Bg. day night



Dialog:	B: Show me some moves	
Action:	SFX: RRR	
	- J. FORMS SAFETY GEAR.	- J. HOPS ON SKATEBOARD.
Timing:	MAR 1 8 2016	



1042-245

EPISODE #

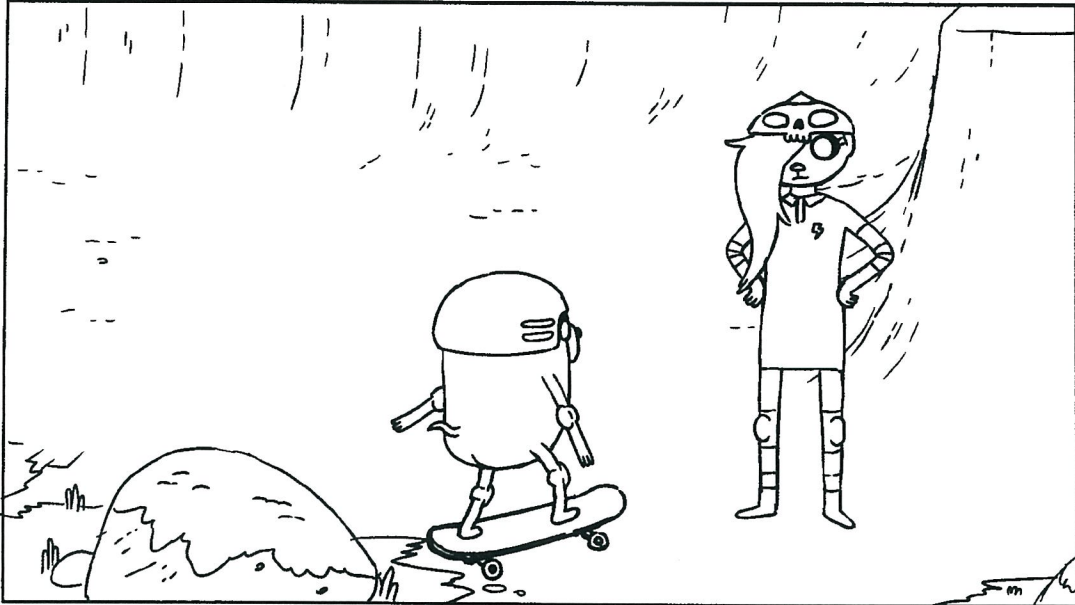
042 245

Production :

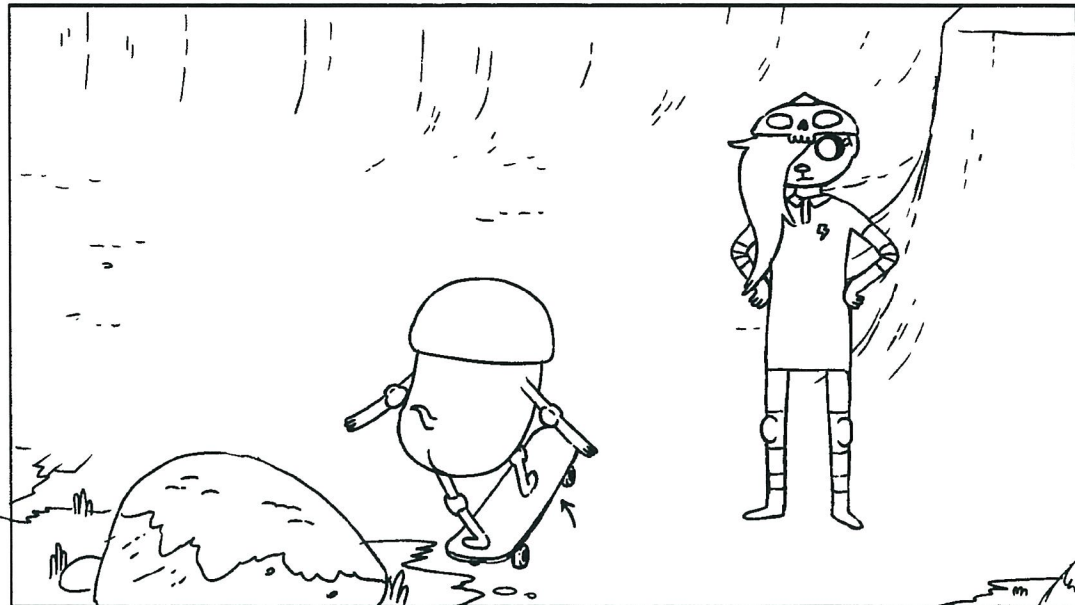
ADVENTURE TIME



Sc. 44 *cont* Pnl. E Bg. day night



Sc. 44 *cont* Pnl. F Bg. day night



Dialog:
Action:
Timing:

MAR 16 2016

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EPISODE #
1042 245
Production :

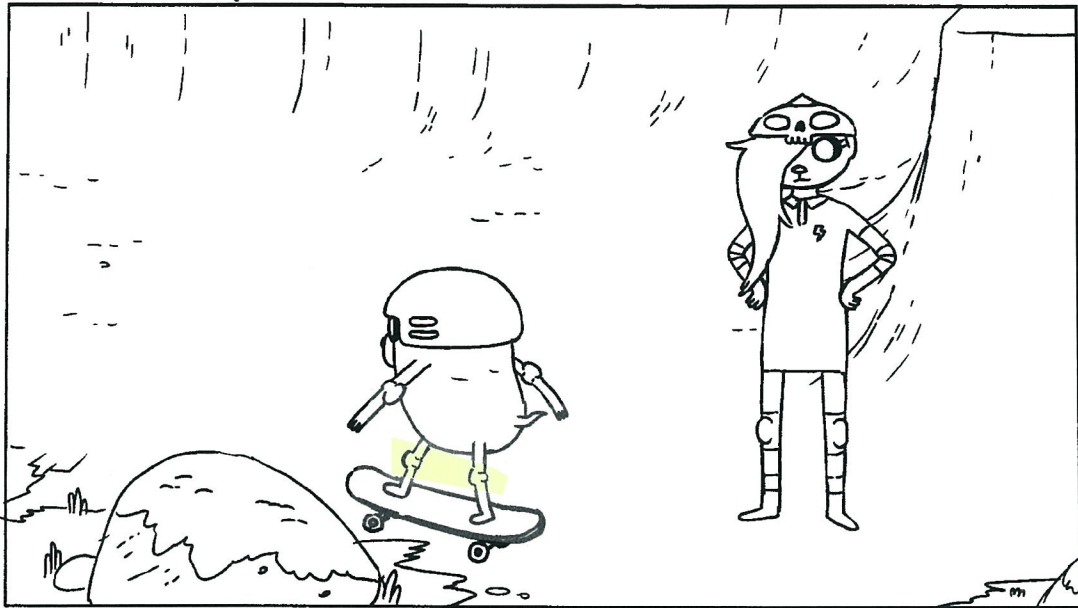
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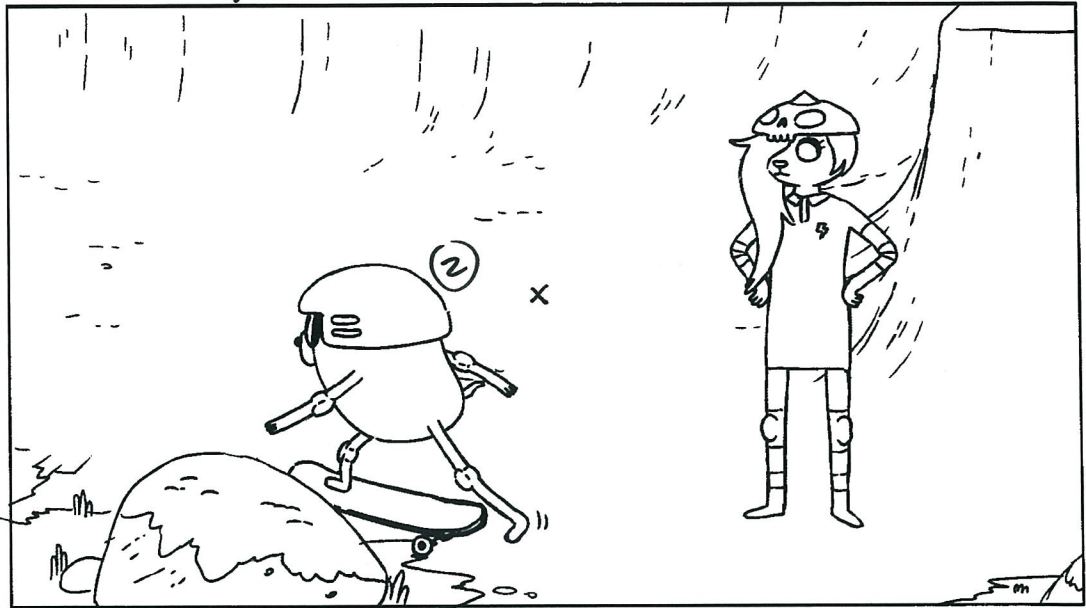
ADVENTURE TIME




Sc. 44 *cont* Pnl. G Bg. day night



Sc. 44 *cont* Pnl. H Bg. day night



Dialog:	
Action:	
Timing:	

MAR 16 2016

EPISODE # 1042-245

Production :

ADVENTURE TIME



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NO PGS 99-102
day night

Sc. 44 *CONT*

Pnl. I

Bg.

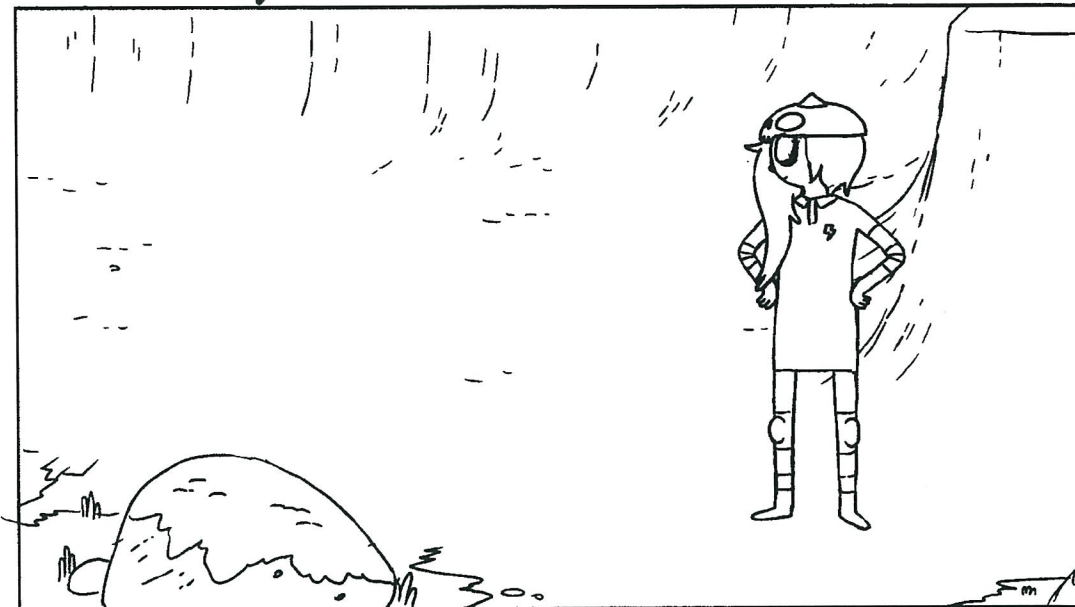
day night



Sc. 44 *CONT*

Pnl. J

Bg.



Dialog:

Action:

-J. SKATES OFF/S.

-B. TRACKS JAKE.

MAR : 6 2016

Timing:

EPISODE #

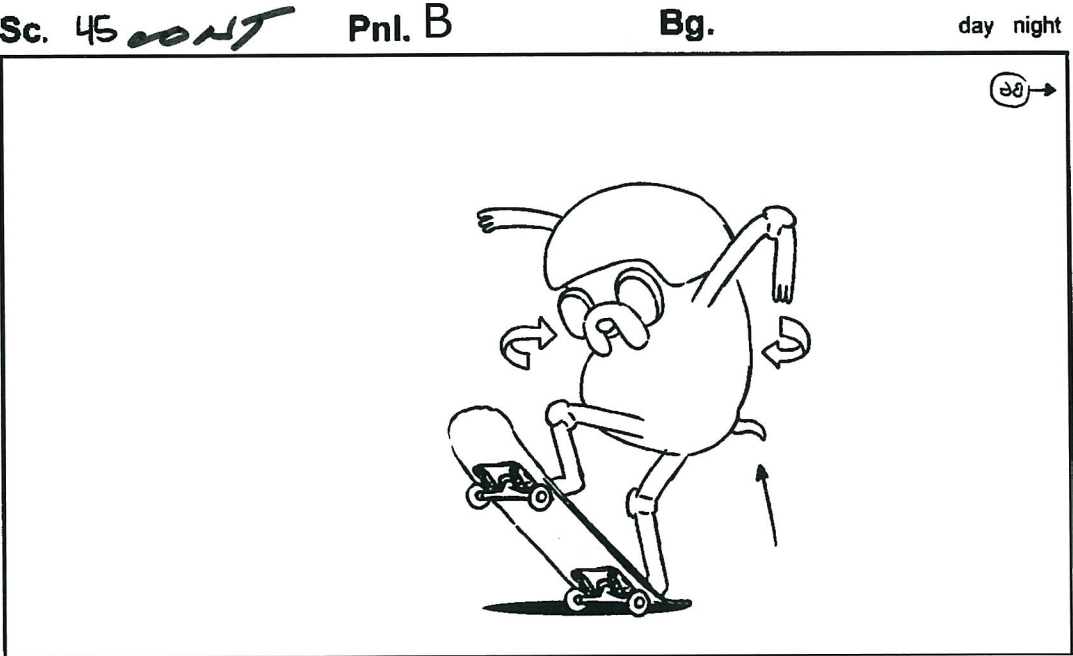
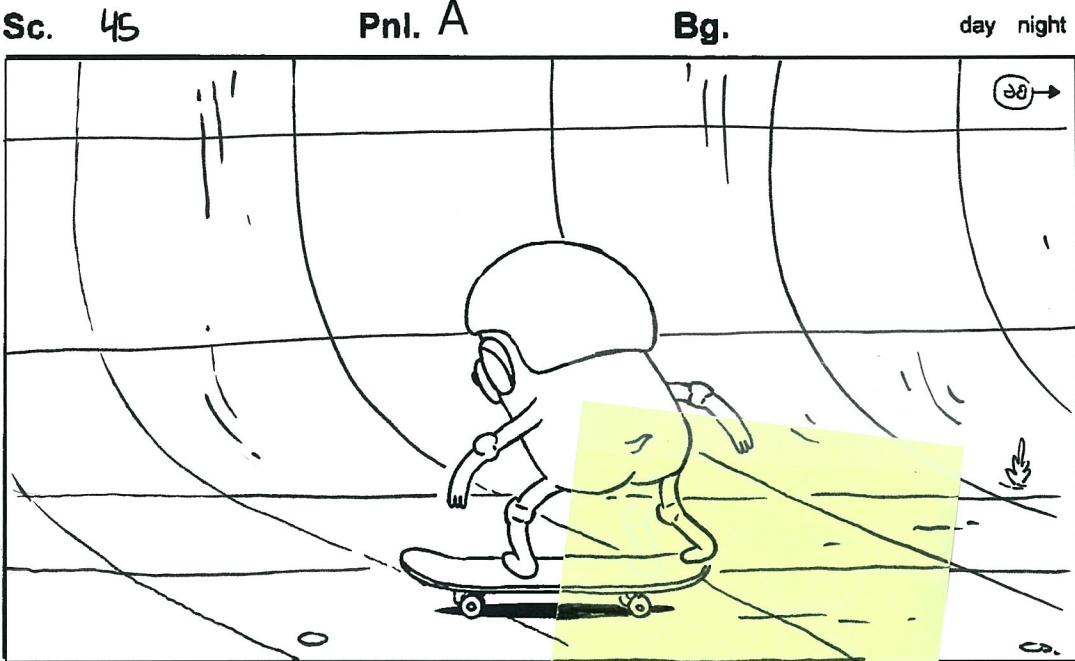
1042-245

1042 245

Production :

1042 245

ADVENTURE TIME



Dialog:	
Action:	TRICK: "FRONTSIDE FLIP"
Timing:	
MAR 16 2016	

1042-245 EPISODE # 1042 245 Production :

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1042 245

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ADVENTURE TIME

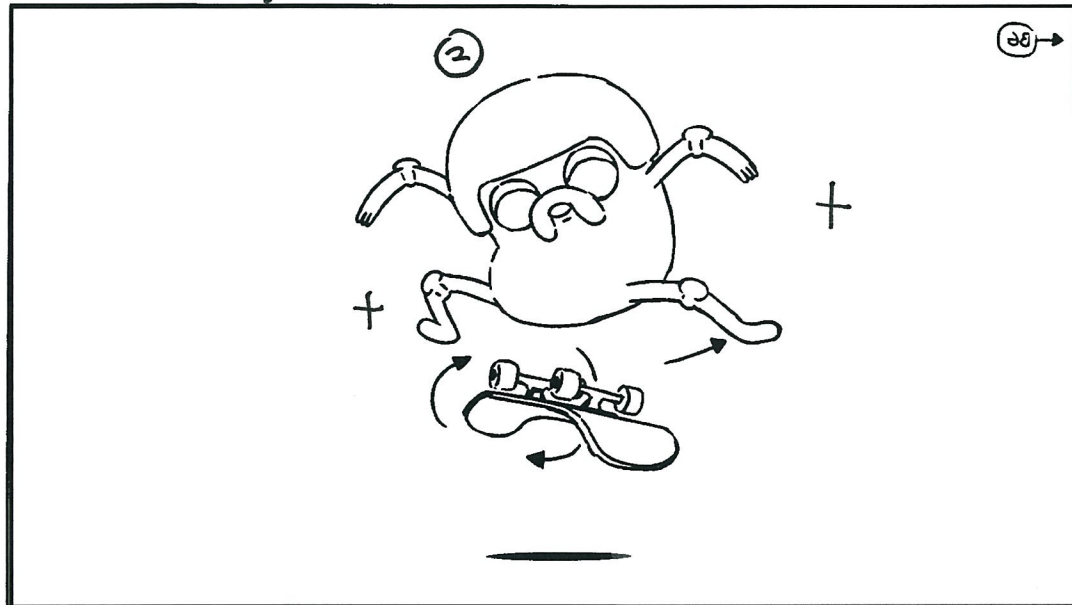


Page 104

Sc. 45 *cont* Pnl. C

Bg.

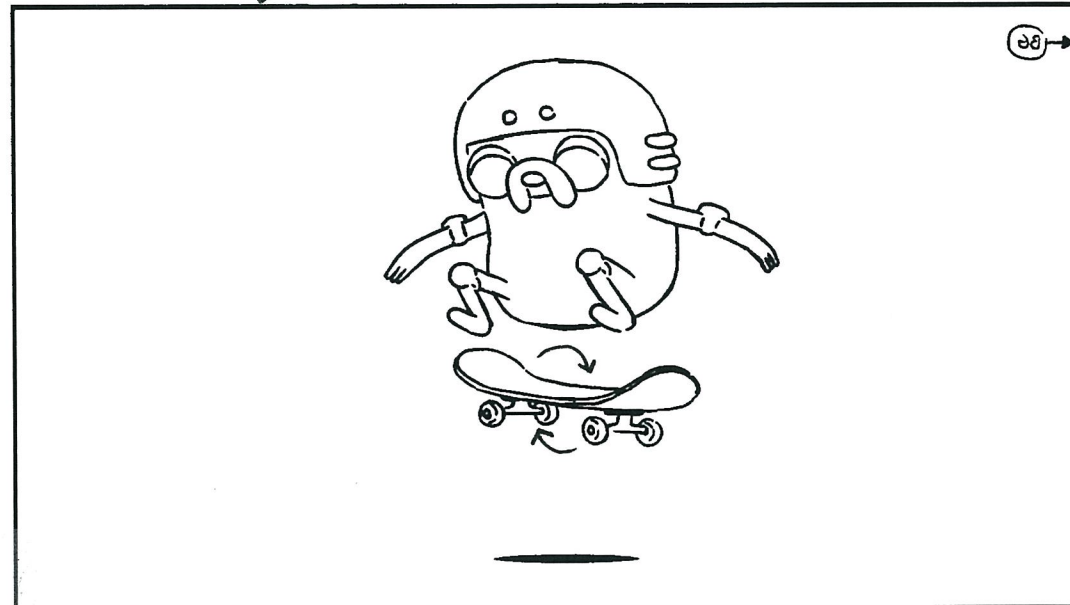
day night



Sc. 45 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

Kick!

Timing:



MAR 16, 2016

Production :

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1042 245

ADVENTURE TIME

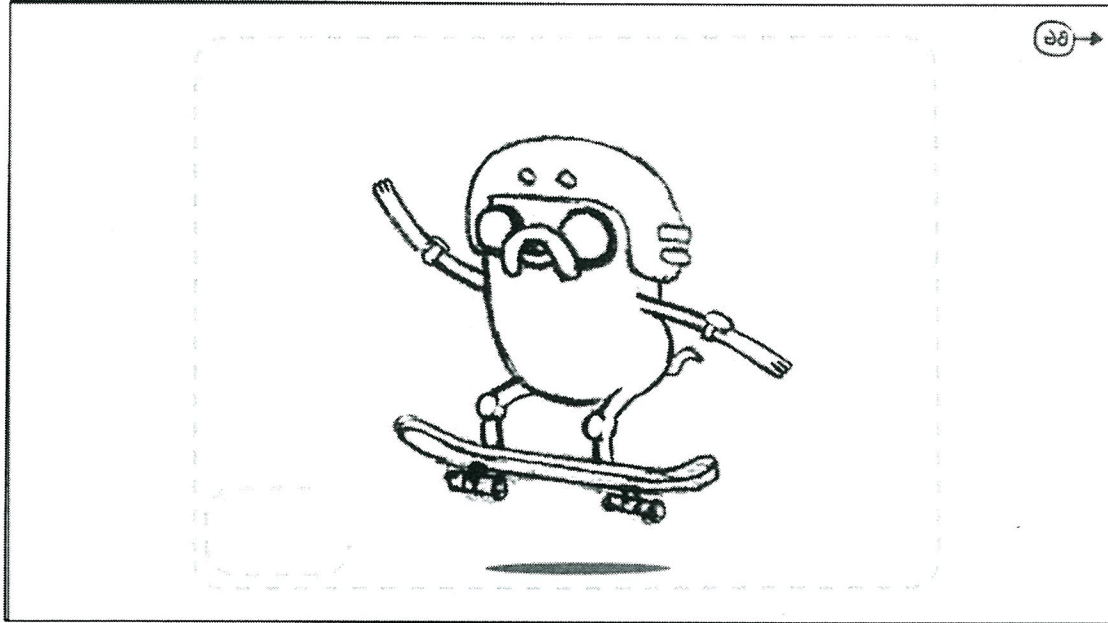


Page 105

Sc. 45 CONT Pnl. E

Bg.

day night



Sc. 45 CONT Pnl. F

Bg.

day night



Dialog:
Action:
Timing:

MAR 16 2016

1042-245

EPISODE #

Production :

1042 245

ADVENTURE TIME



Page 106

Sc. 45 *cont* Pnl. G Bg.



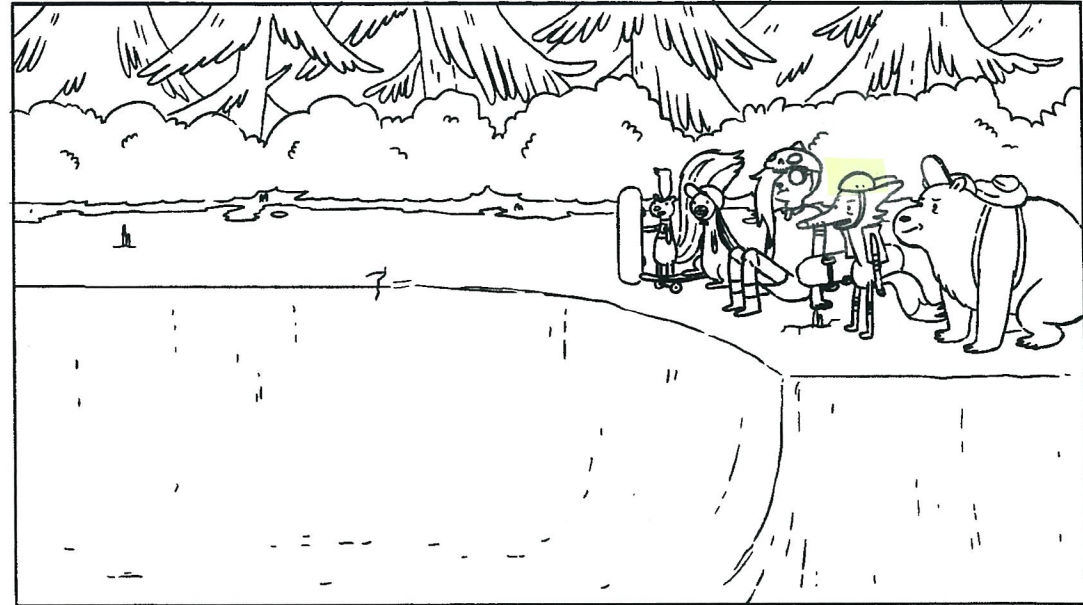
day night

Sc. 46

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



SKUNK: NICE!

RABBIT: YEAH.

FOX: PRETTY GOOD MOVES.

MAK 16 2010

EPISODE #

1042-245

Production :

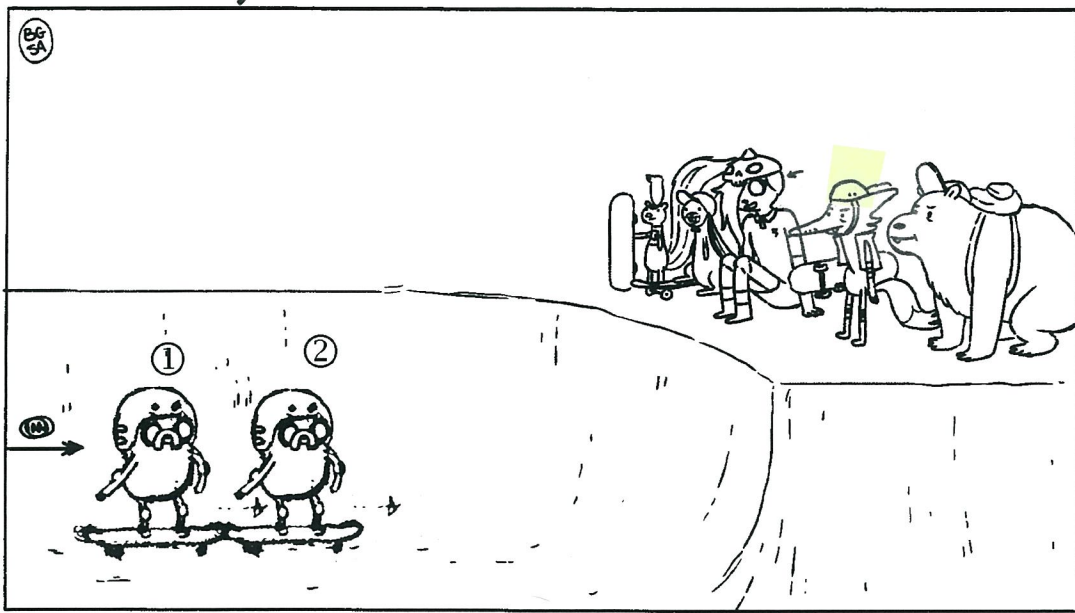
1042 245

1042 245

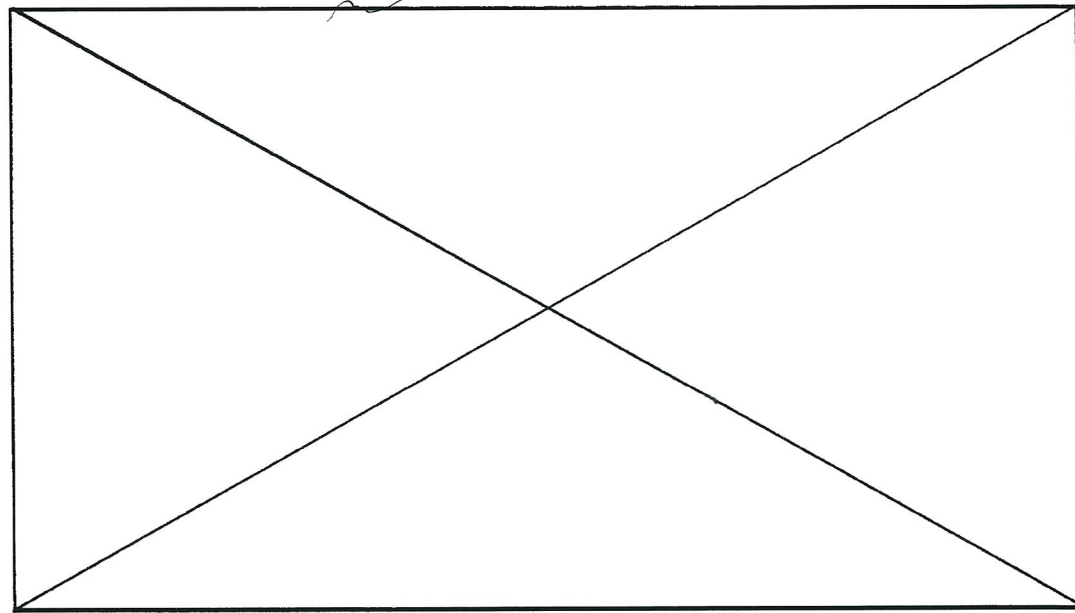
ADVENTURE TIME



Sc. 46 *cont* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog: B: YOU'RE ACTUALLY KINDA COOL...GWAMPA.

Action: -J. SKATES ON/S.

Timing:

MAR 16 2016

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1042 245

Production :

1042 245

ADVENTURE TIME

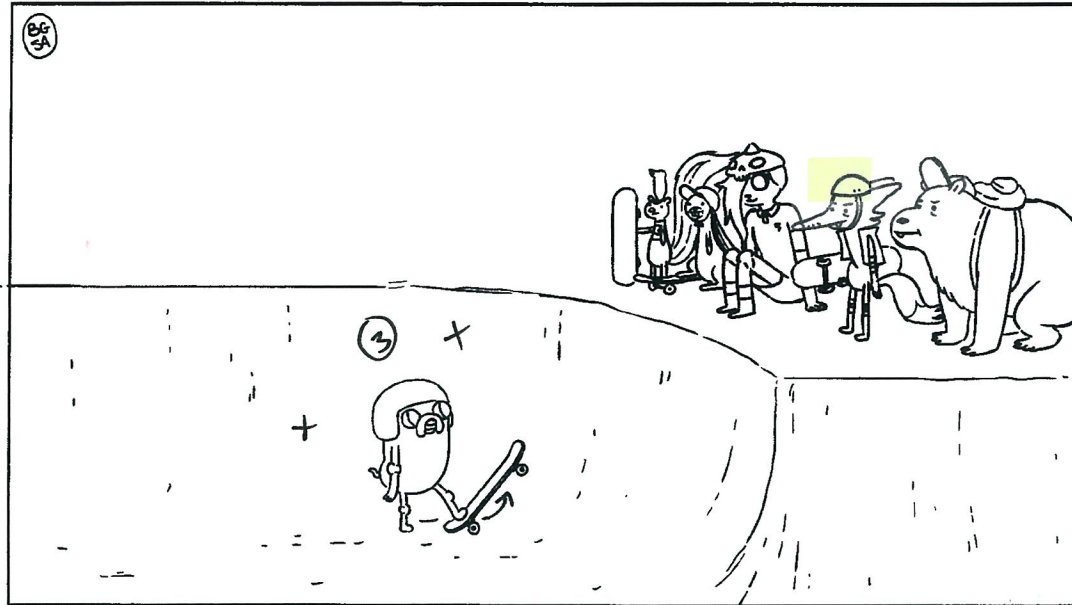


Page 108

Sc. 46 *cont* Pnl. C

Bg.

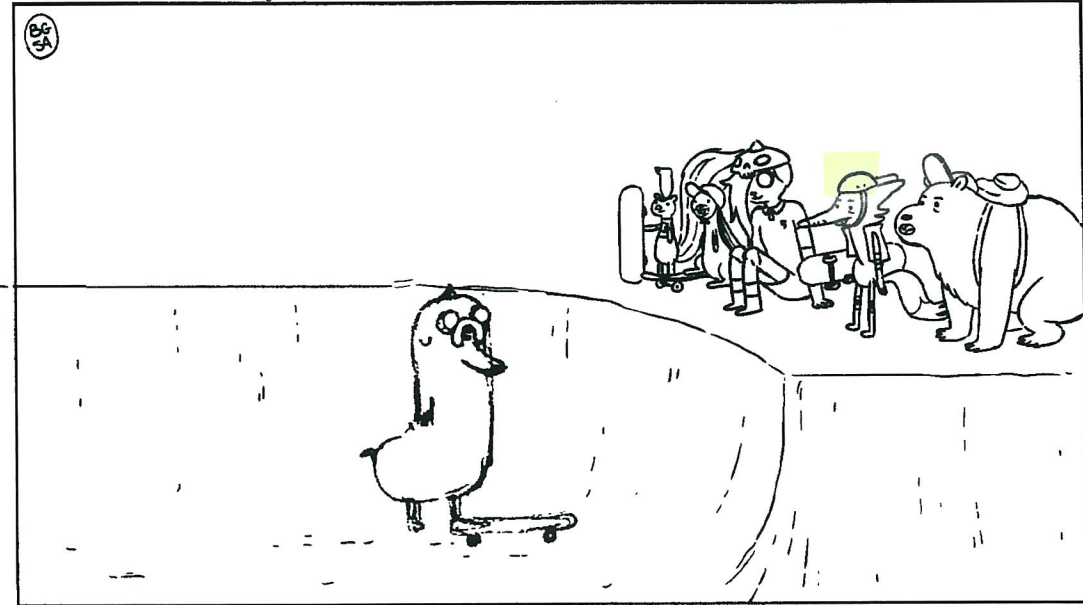
day night



Sc. 46 *cont* Pnl. D

Bg.

day night



Dialog:

J: THANKYOU ...

(LIKE KKW)
J: THANKYOU ...

Action:

① +



② +



Timing:

JAKE CHANGES SHAPE TO KKW . . .

MAR 16 2016

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EPISODE #

1042 245

Production :

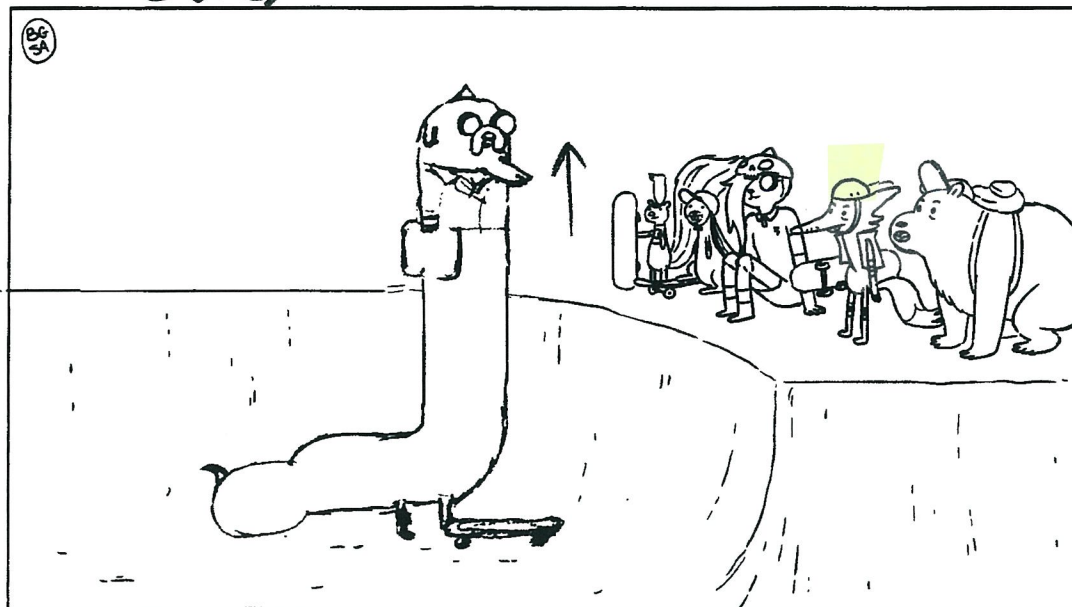
1042 245

ADVENTURE TIME

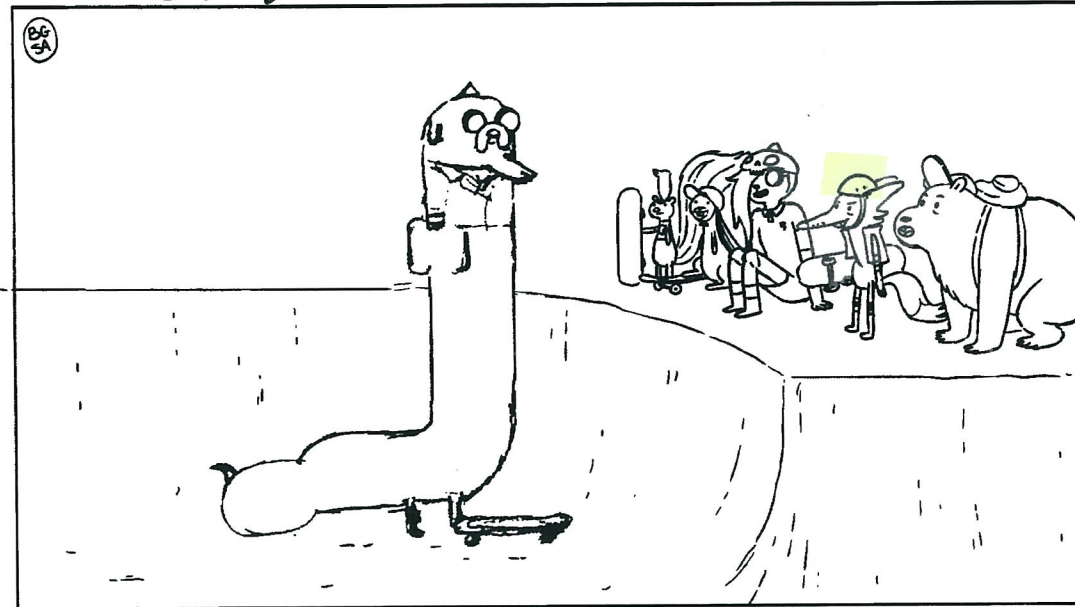


Page 109

Sc. 46 *cont* Pnl. E Bg. day night



Sc. 46 *cont* Pnl. F Bg. day night



Dialog: J: I VALUE YOUR OPINION.

B: HA HA! THAT'S A SPOT ON KKW.

Action:

Timing:

MAR 16 2016

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EPISODE #

Production :

1042 245

1042 245

1042 245

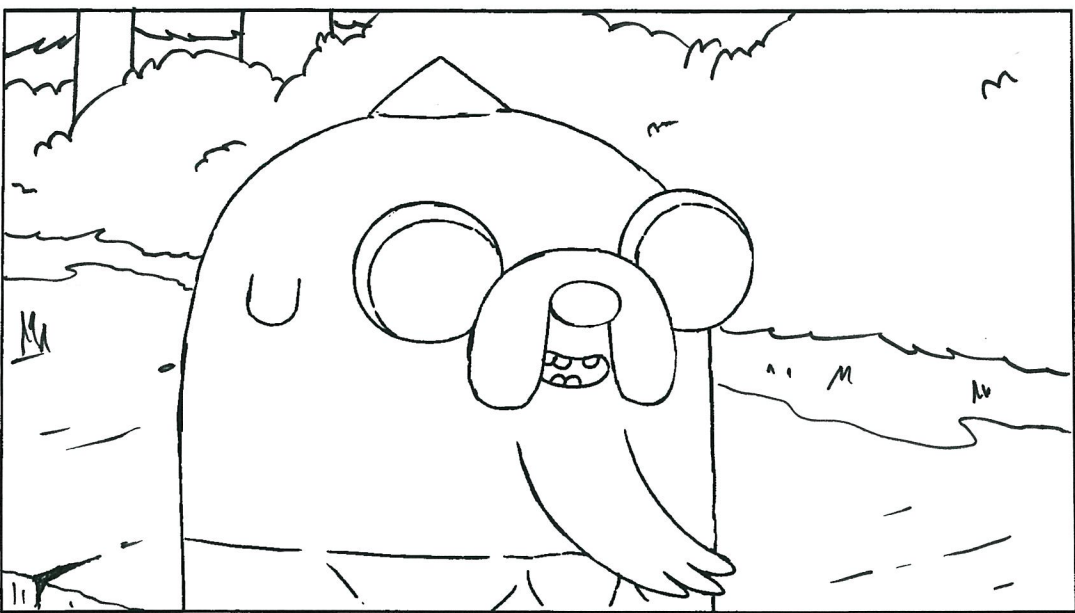
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ADVENTURE TIME

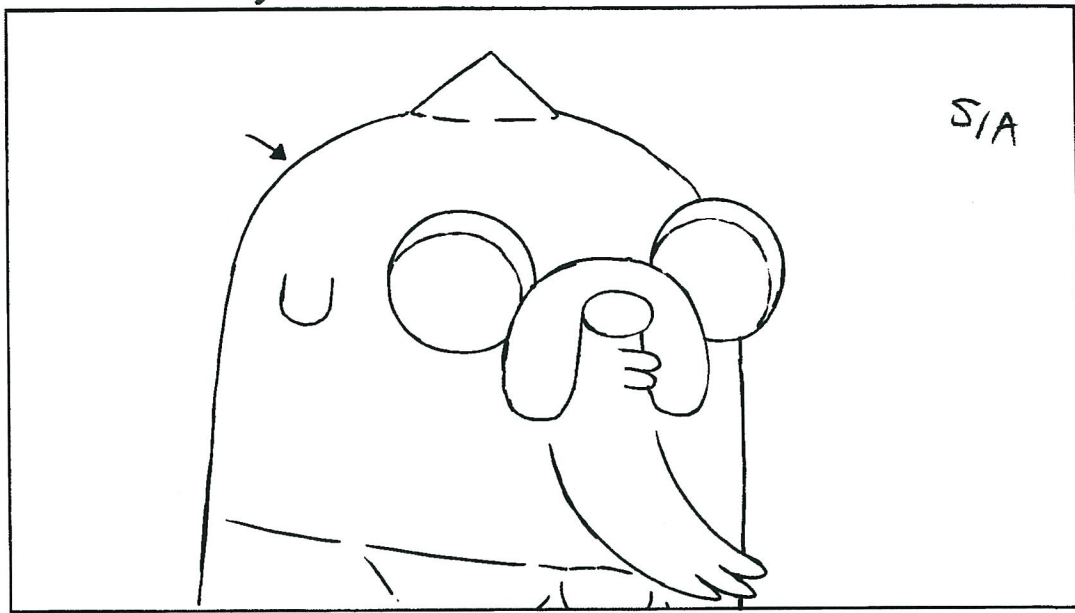


Page 110
110A NEXT
day night

Sc. 47 Pnl. A Bg. day night



Sc. 47 *cont* Pnl. B Bg. day night



Dialog:	Ⓜ HAH YEAH
Action:		
Timing:		

MAR 16 2016

EPISODE #

Production :

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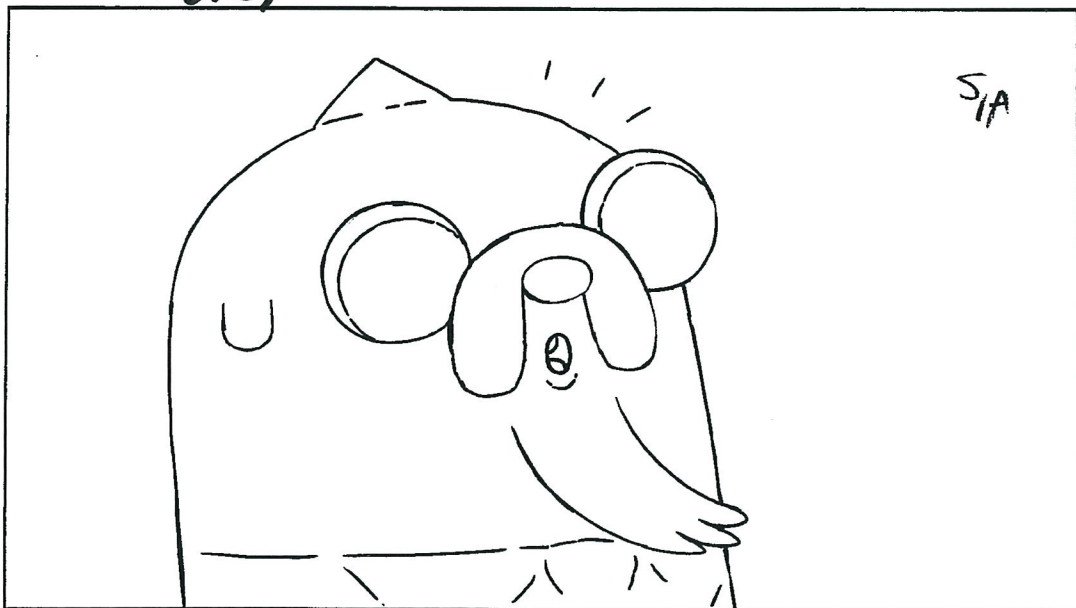
1042 245

ADVENTURE TIME

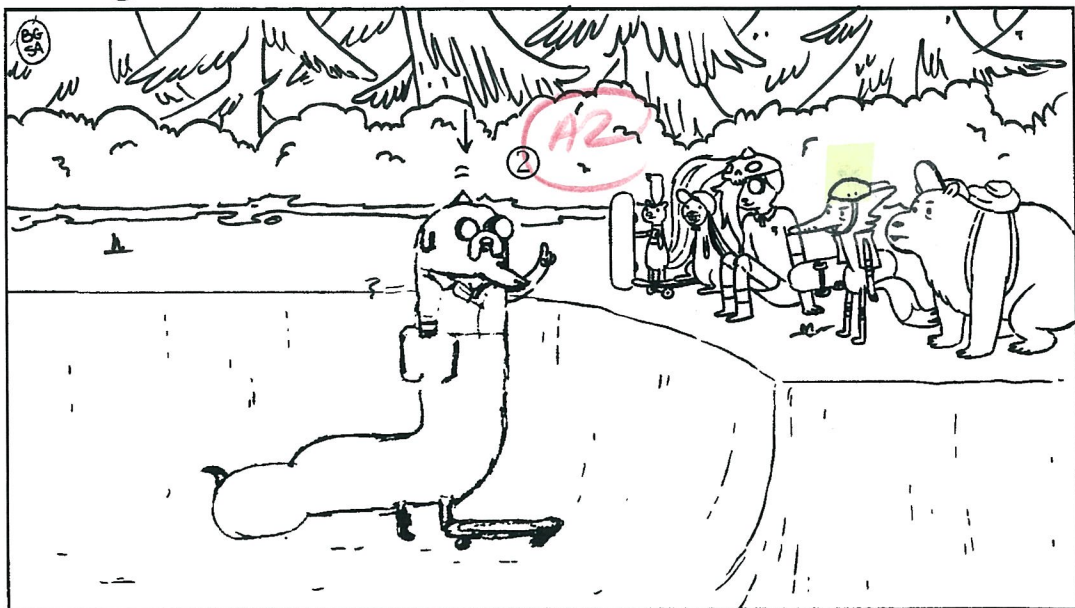


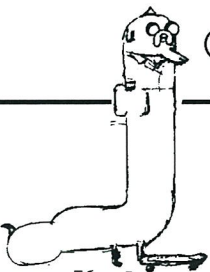
Page 110A
HOBNET
day night

Sc. 47 *cont* Pnl. C Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:	(J) um	(J) THAT REMINDS ME--
Action:	JAKE CHANGES BACK TO HIS OWN SHAPE . . .	
Timing:	 ① (A1) MAR 16 2016	

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Production :

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ADVENTURE TIME



Page 110 B

111 NEXT
day night

Sc. 48 *cont*

Pnl. B

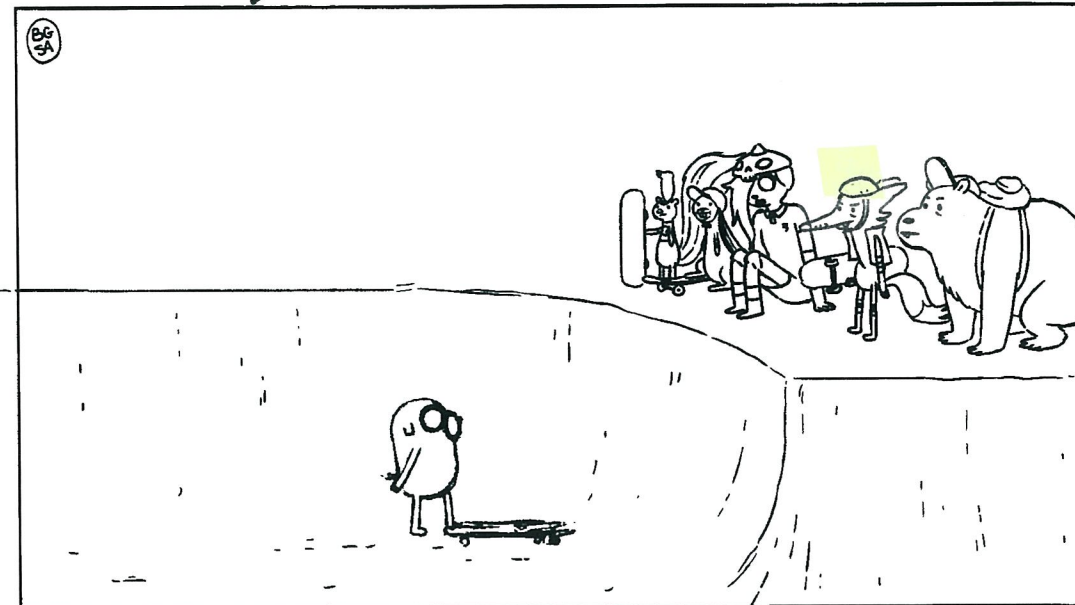
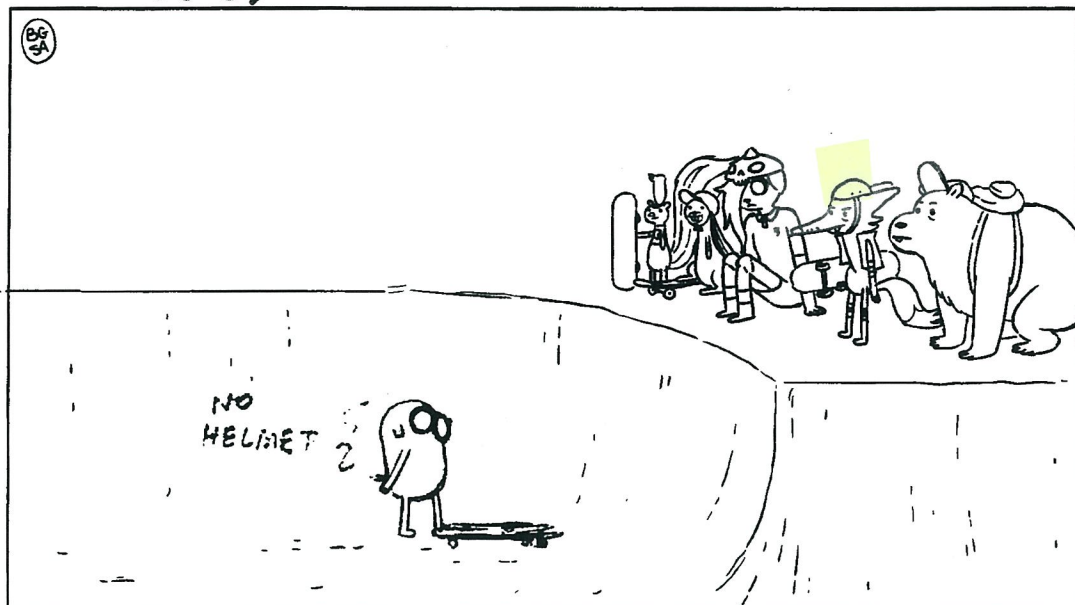
Bg.

day night

Sc. 48 *cont*

Pnl. C

Bg.



Dialog: J: WE'RE SUPPOSED TO TALK ABOUT
GETTING YOUR GRADES
UP IN SCHOOL or something

B: WHAT?

Action:

Timing:

MAR 16 2016

1042-245

EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME



Page III

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
49	A			

Dialog:	(J) WE'RE WORRIED ABOUT YOUR --
Action:	MAR 16 2016
Timing:	

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EPISODE #

1042 245

Production :

1042 245

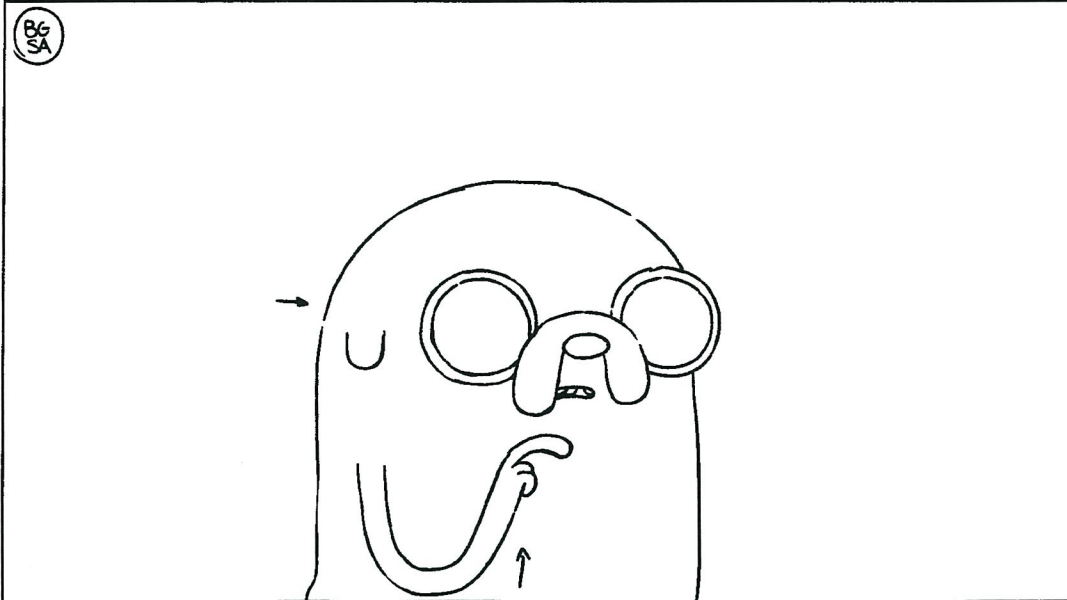
ADVENTURE TIME



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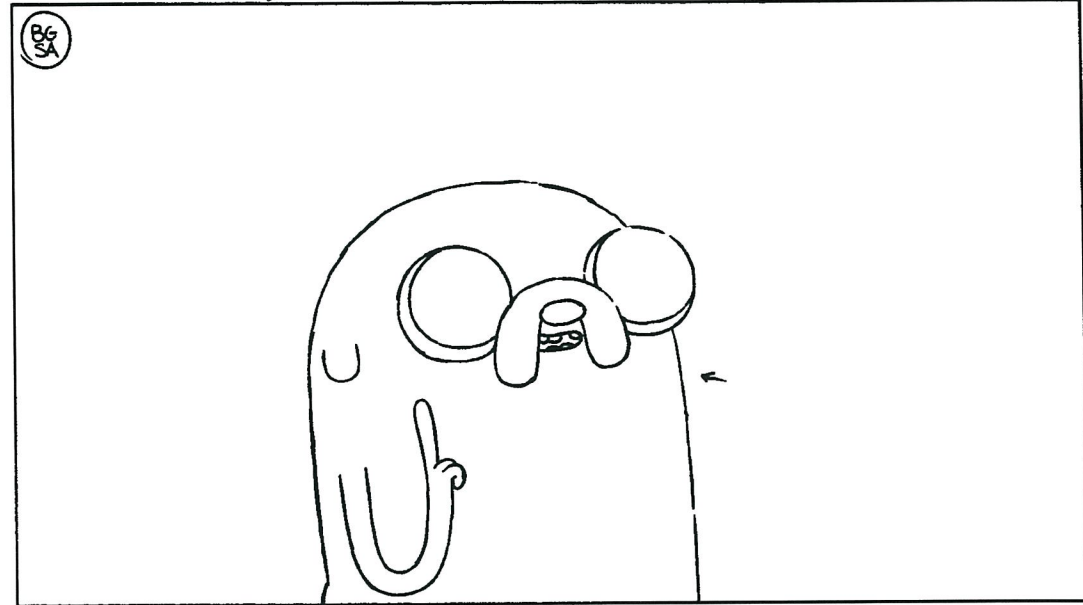
Sc. 49 *cont* Pnl. B Bg.

day night



Sc. 49 *cont* Pnl. C Bg.

day night



Dialog:

J: .. UH ..
—

J: .. FINANCIAL ..
— SUCCESS!

Action:

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

1042 245

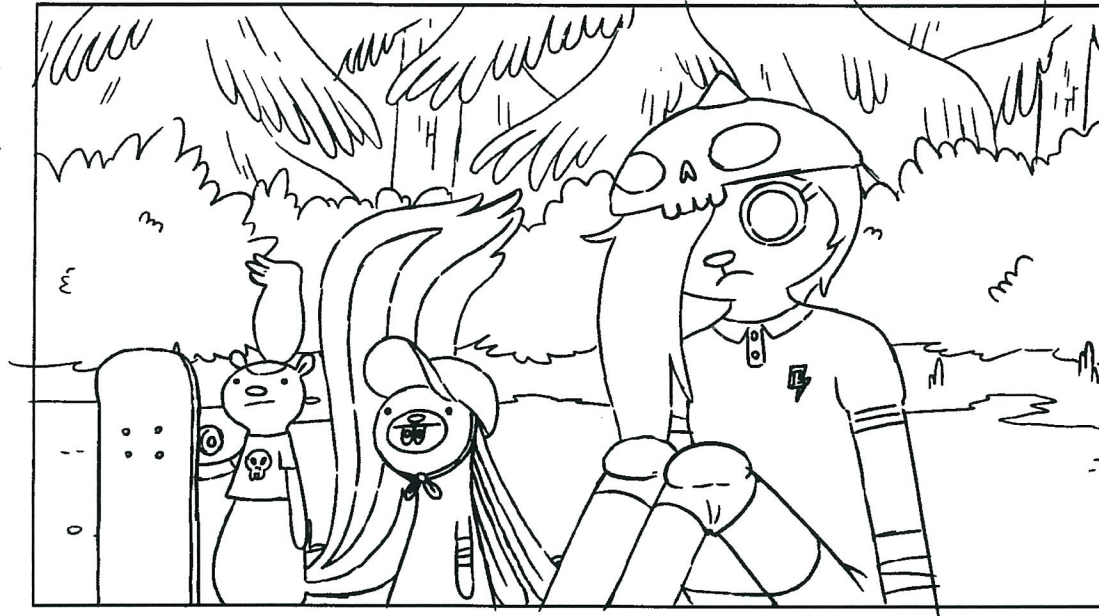
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ADVENTURE TIME

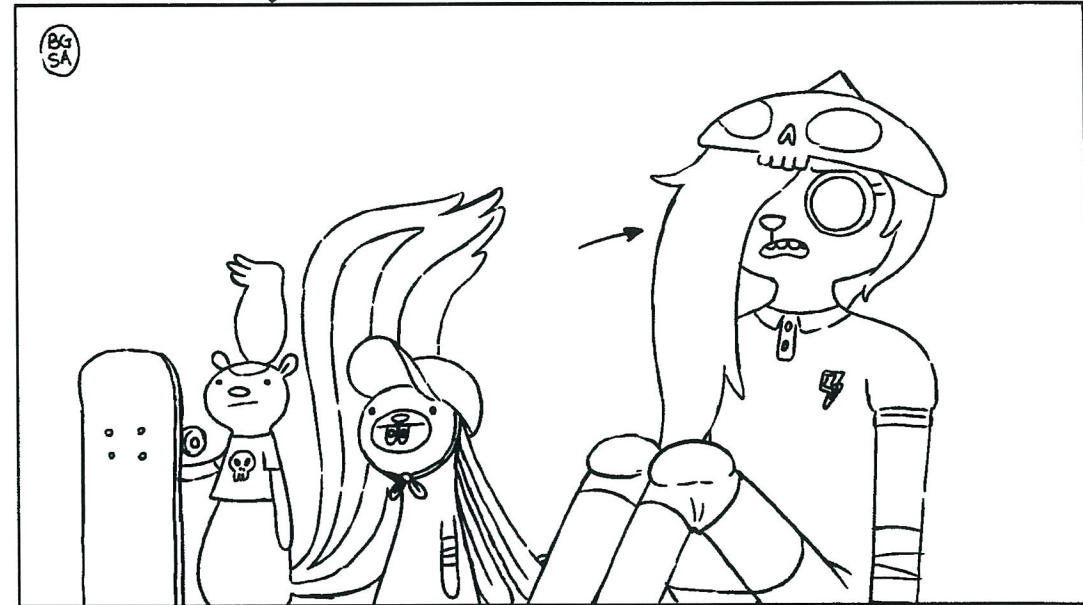


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Sc. 50 Pnl. A Bg. day night



Sc. 50 *cont* Pnl. B Bg. day night



Dialog:

B: I KNEW IT!

Action:

MAR 16 2016

Timing:

EPISODE # 1042-245

Production :

1042 245

1042 245

ADVENTURE TIME



Sc.	Pnl.	Bg.	day night

Sc.	51	Pnl.	A	Bg.	day night

Dialog:
Action:
Timing:

MAR 16 2016

1042-245

EPISODE #

Production :

1042 245

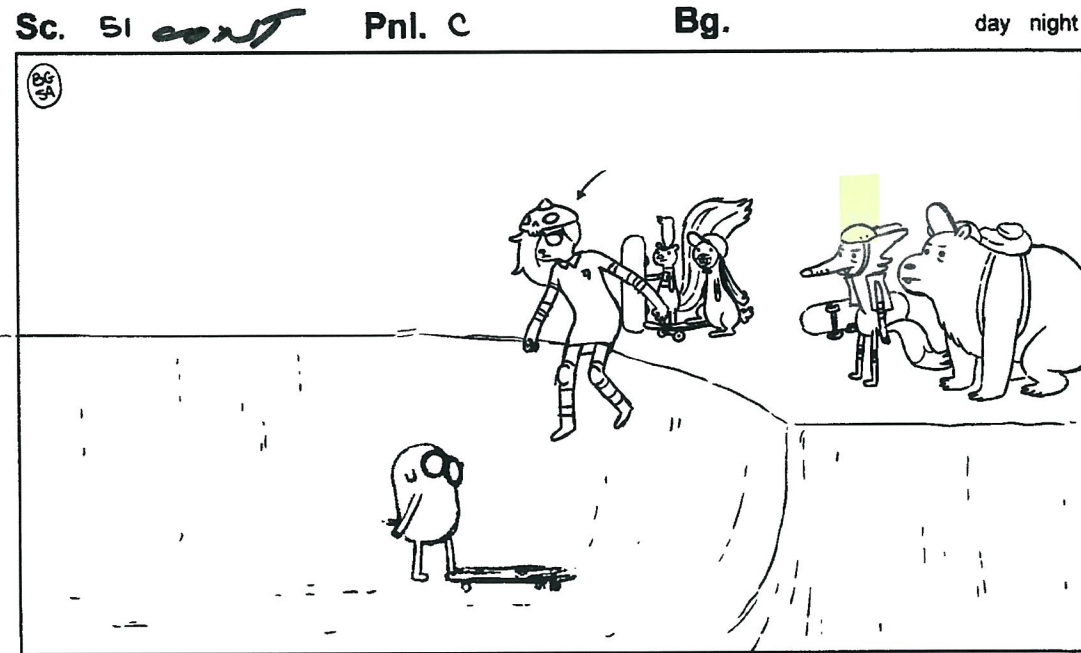
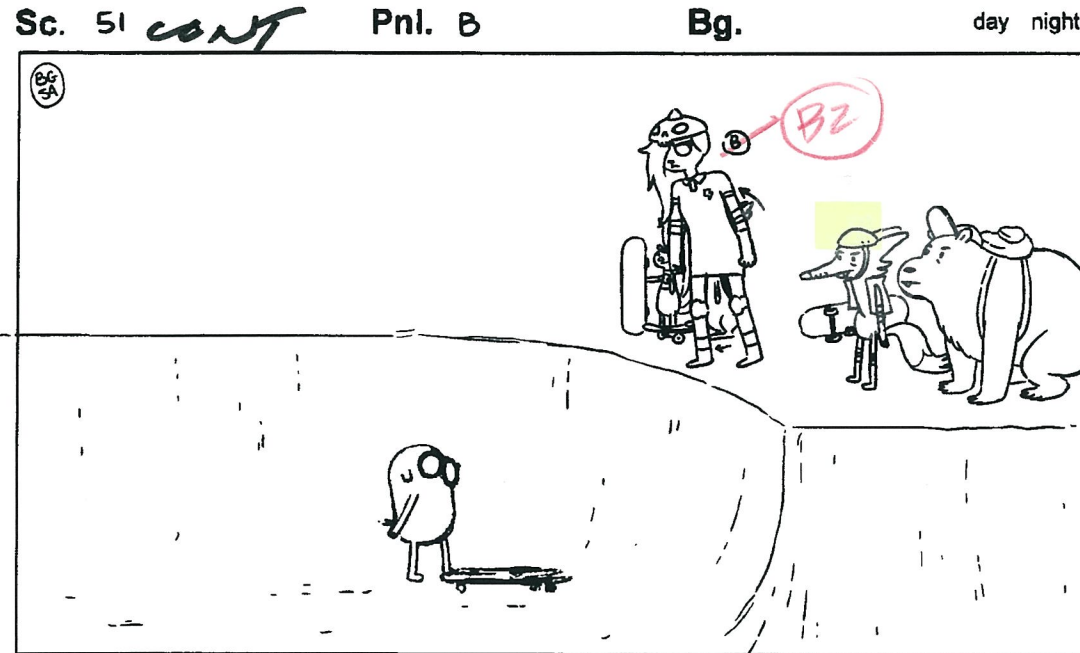
1042 245

1042 245

ADVENTURE TIME



Page 115



Dialog:

B: YOU'RE NOT COOL!

Action:



Timing:

MAR 16 2016

1042-245

EPISODE #

1042 245

Production :

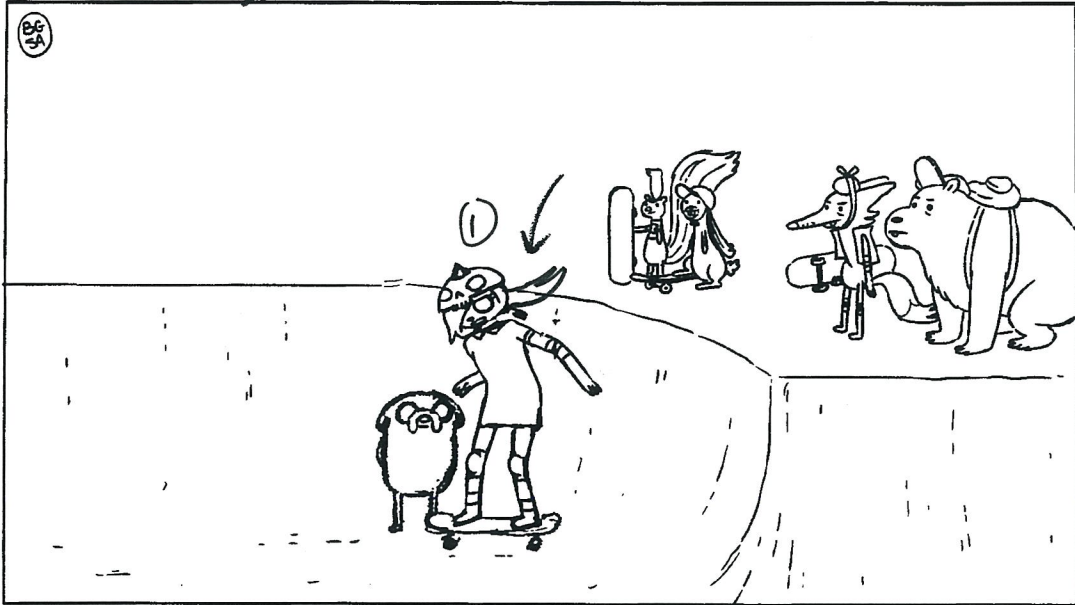
1042 245

ADVENTURE TIME

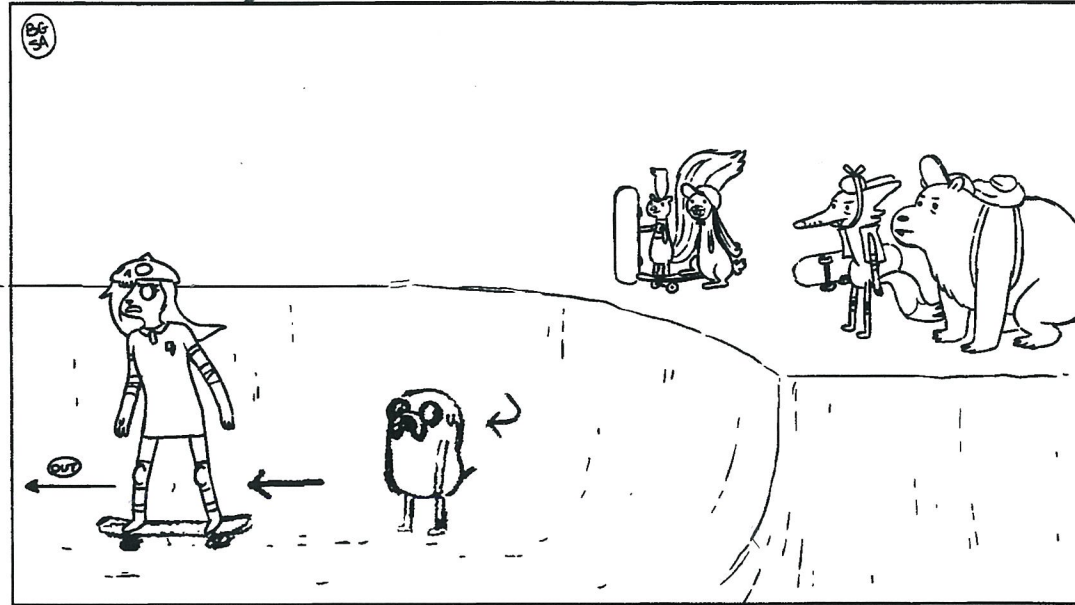


Page 116

Sc. 51 *cont* Pnl. D Bg. day night



Sc. 51 *cont* Pnl. E Bg. day night



Dialog:	<u>B</u> : YOU'RE JUST LIKE --	<u>B</u> : -- <u>DAD!</u>
Action:	- B HOPS ONTO BOARD.	- B. SKATES OFF/S.
Timing:		



MAR 16 2016

1042-245
EPISODE #
Production :

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1042 245

1042 245

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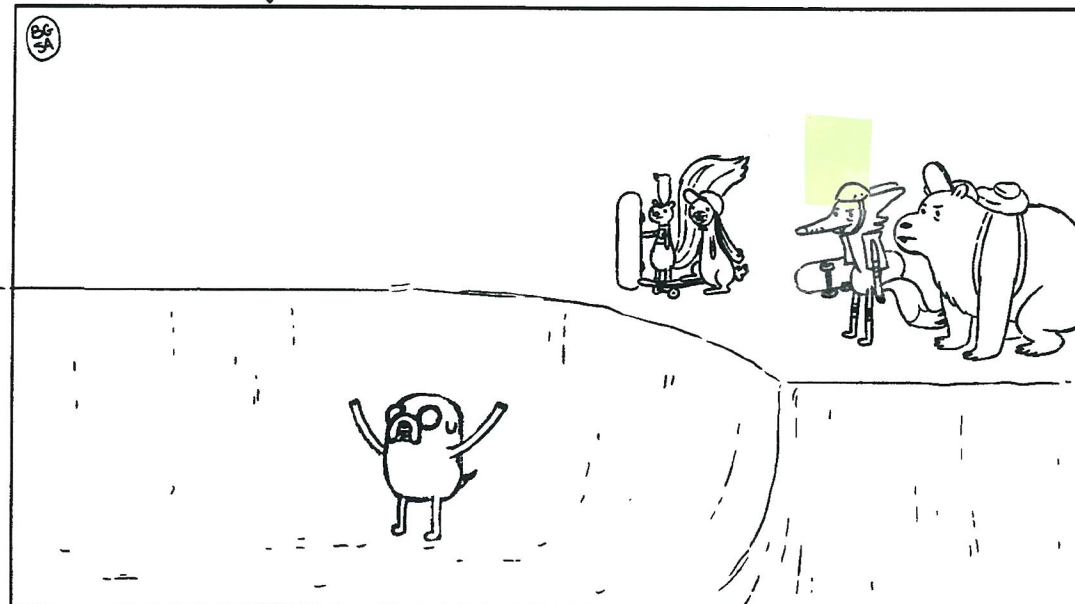
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ADVENTURE TIME

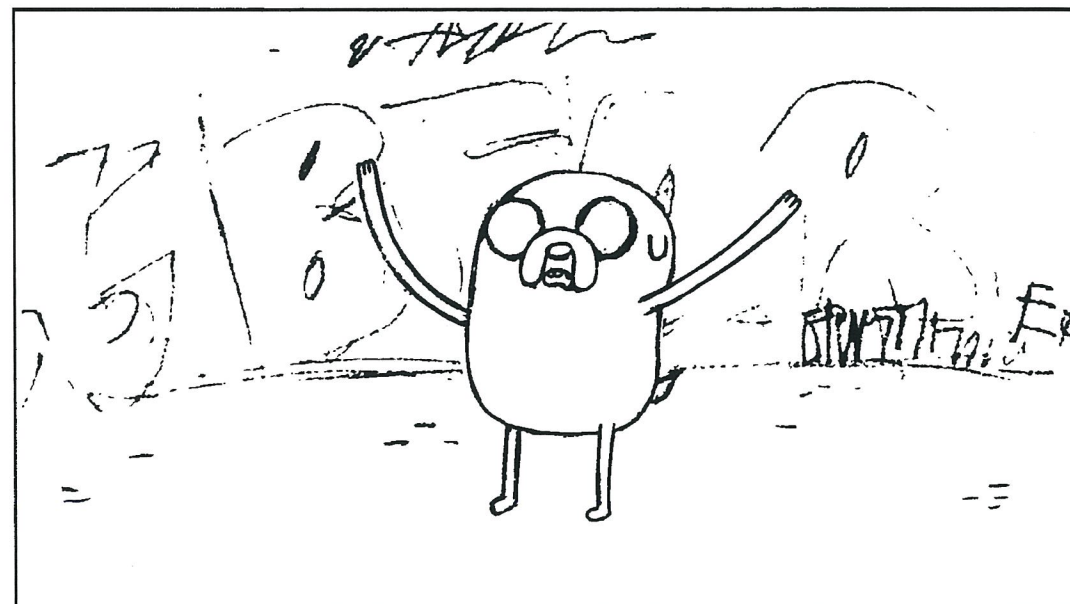


Page 117

Sc. 51 *CONT* Pnl. F Bg. day night



Sc. 52 Pnl. A Bg. day night



Dialog:

① WHAT.—

② I mean hey,

Action:

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

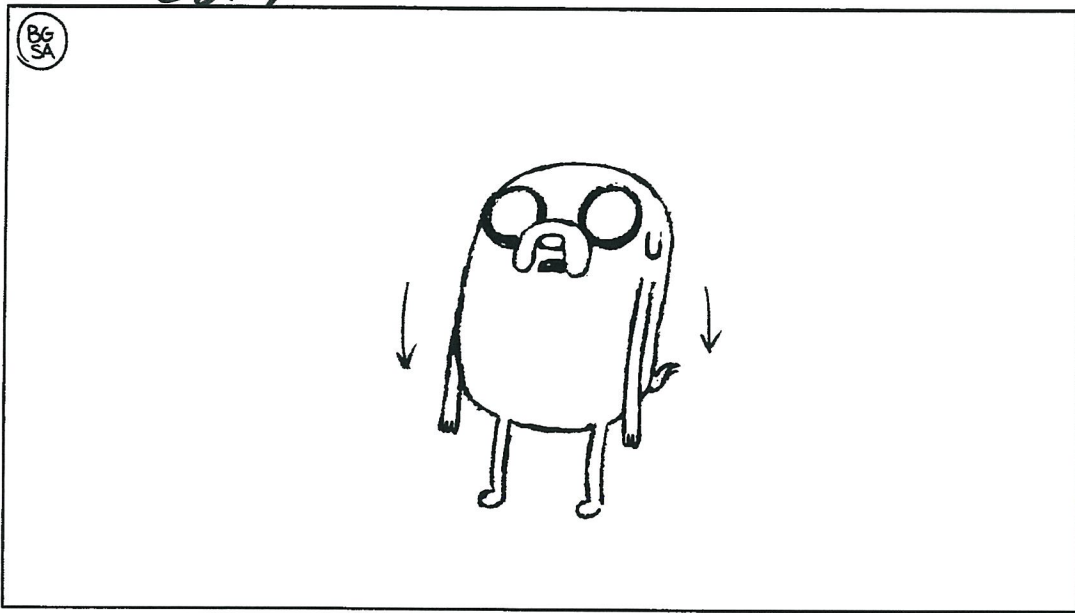
Production :

1042 245

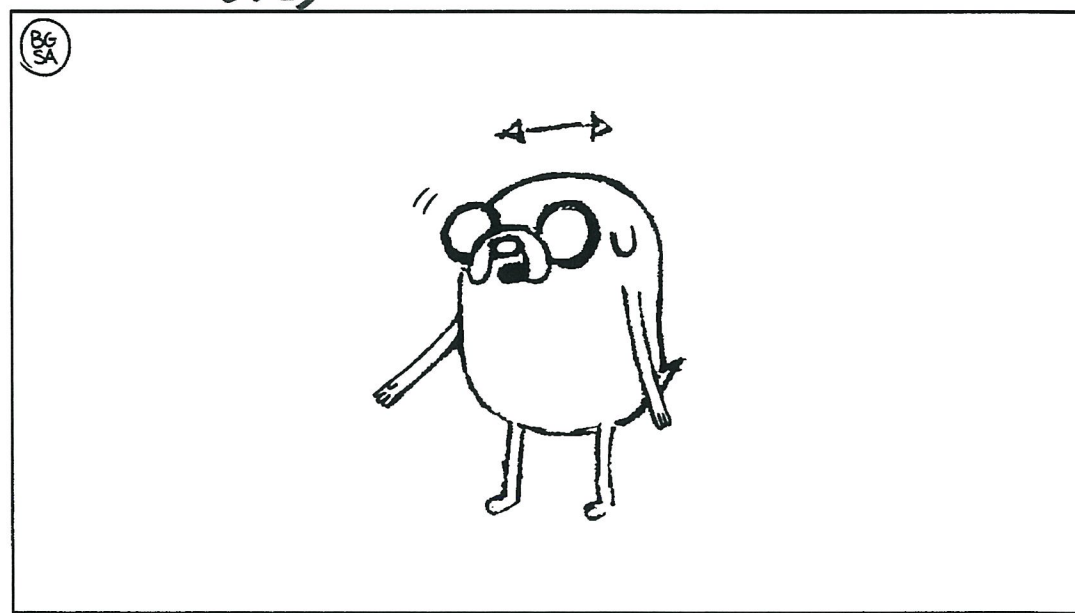
ADVENTURE TIME



Sc. 52 *cont* Pnl. B Bg. day night



Sc. 52 *cont* Pnl. C Bg. day night



Dialog:	J: I LOVE — YOUR DAD, BUT --	J: -- WE'RE NOTHING ALIKE .
Action:		
Timing:		

MAR 16 2016

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EPISODE # 1042-245
Production :

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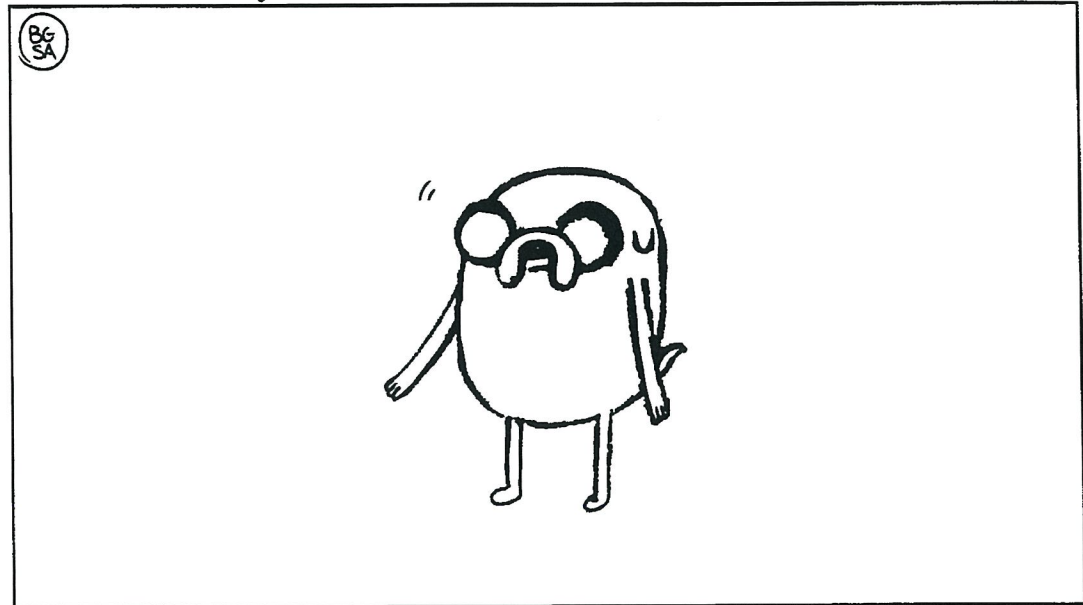
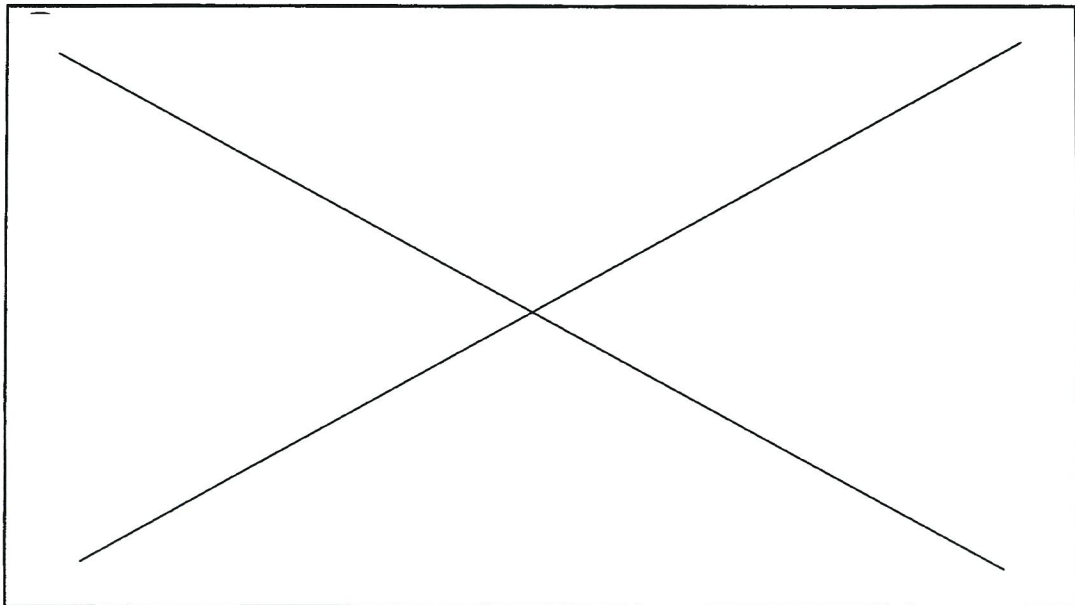
1042 245

1042 245

ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 52 cont Pnl. D Bg. day night



Dialog:	FOX(OS) IT LOOKS--
Action:	MAR 16 2016
Timing:	

EPISODE # 1042-245

Production :

1042 245

1042 245

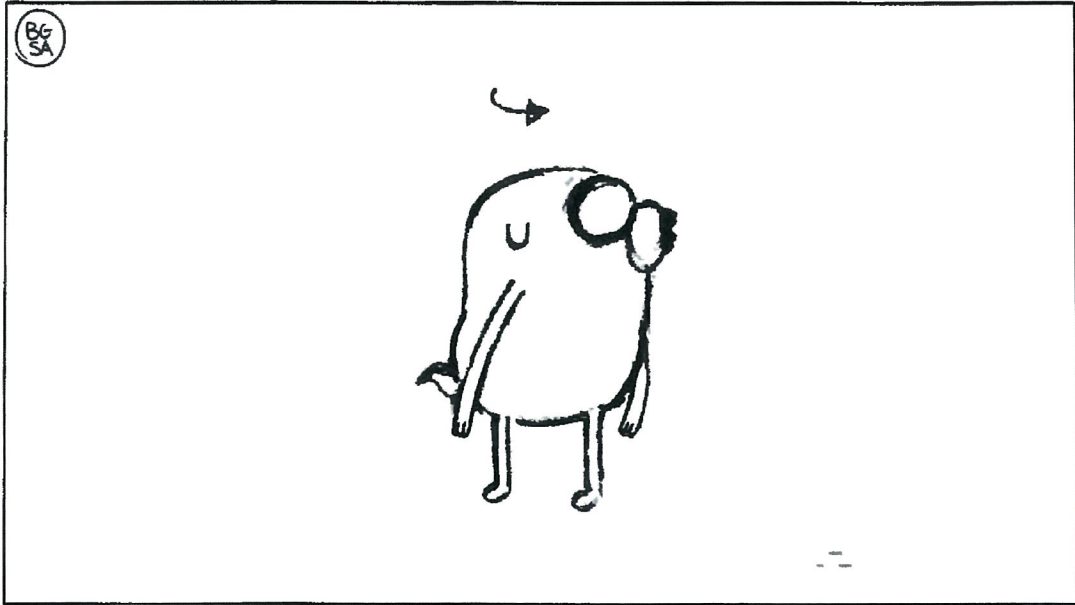
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ADVENTURE TIME

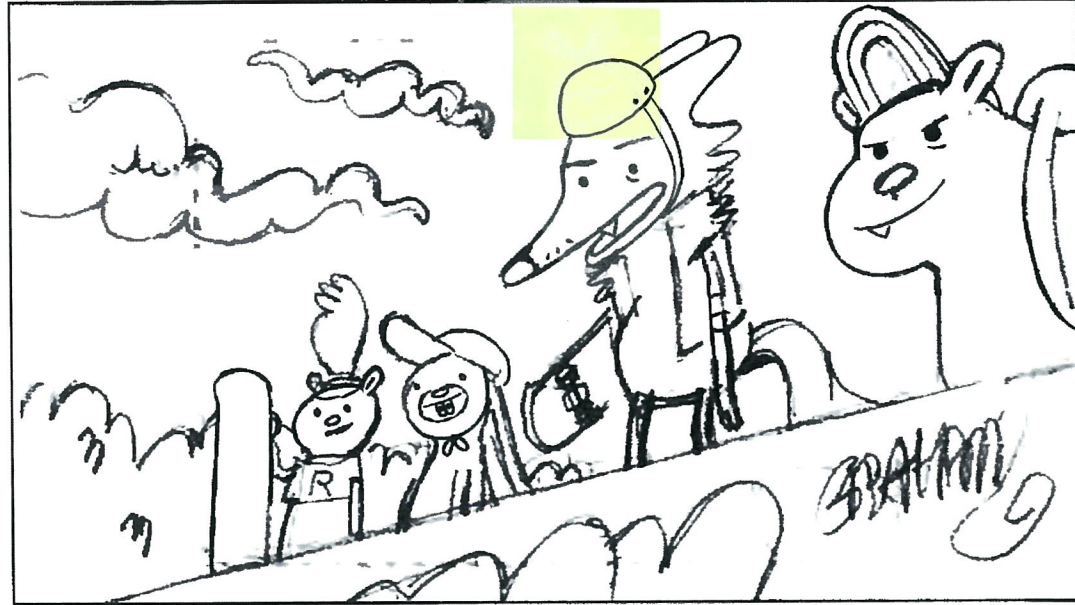


Page 120
120A NEXT
day night

Sc. 52 cont Pnl. E Bg. day night



Sc. 53 Pnl. A Bg. day night



Dialog:	FOX OS: -- LIKE ROUND GRAMPS --	FOX: ...IS A REAL SQUARE,
Action:	- J. TURNS.	
Timing:	MAR 16 2016	

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Production :

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1042 245

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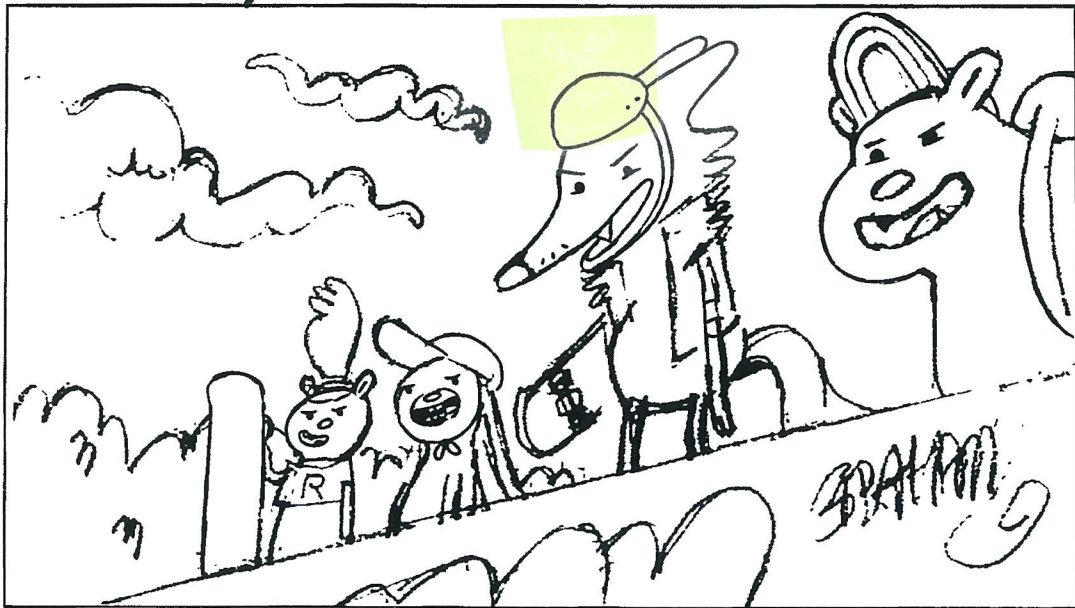
1042 245

ADVENTURE TIME

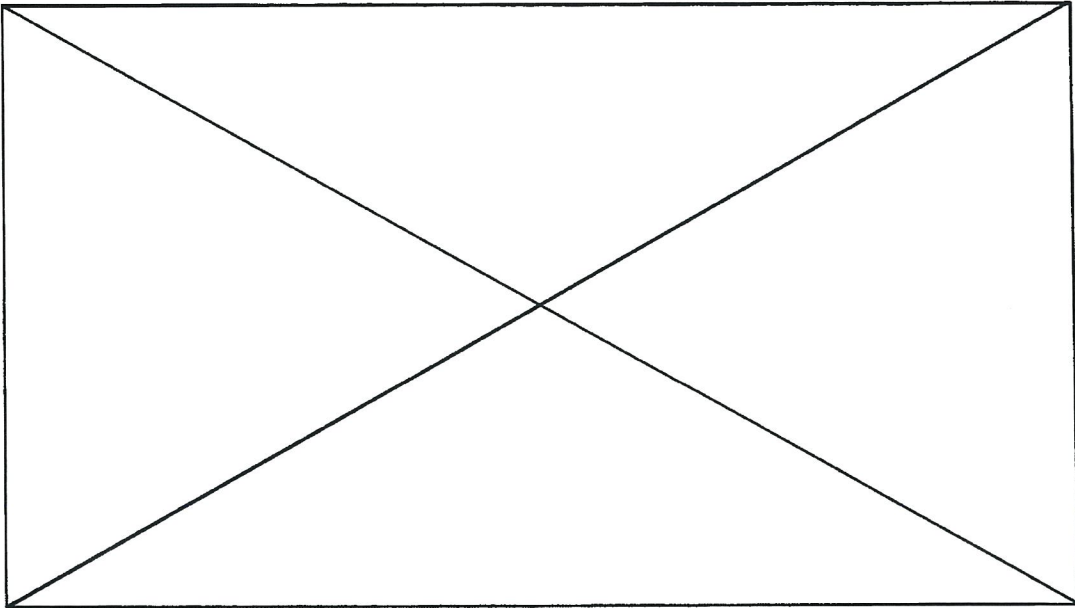


Page 120 A
121 NEXT
day night

Sc. 53 *cont* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	TEEN ANIMALS : HA HA HA HA HA!
Action:	MAR 16 2016
Timing:	

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EPISODE #

1042 245

Production :

1042 245

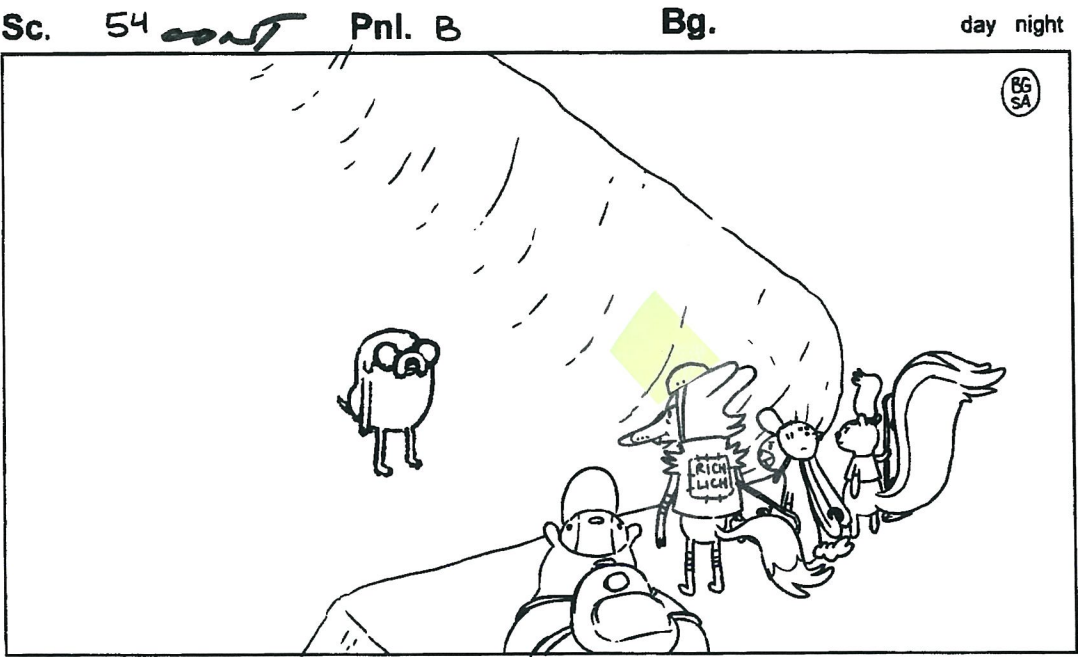
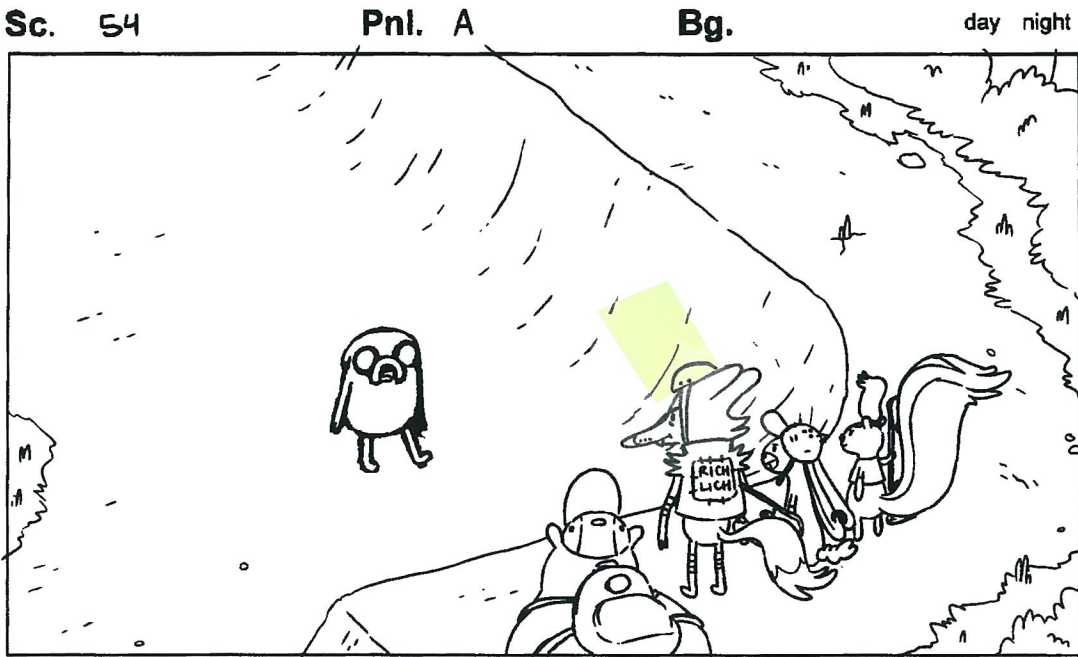
1042 245

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ADVENTURE TIME



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Dialog:	<p><u>J</u>: I'M NOT ...</p>	<p><u>J</u>: ... A SQUARE.</p>
Action:		
Timing:		

MAR 16 2018

EPISODE # 1042-245

Production :

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1042 245

1042 245

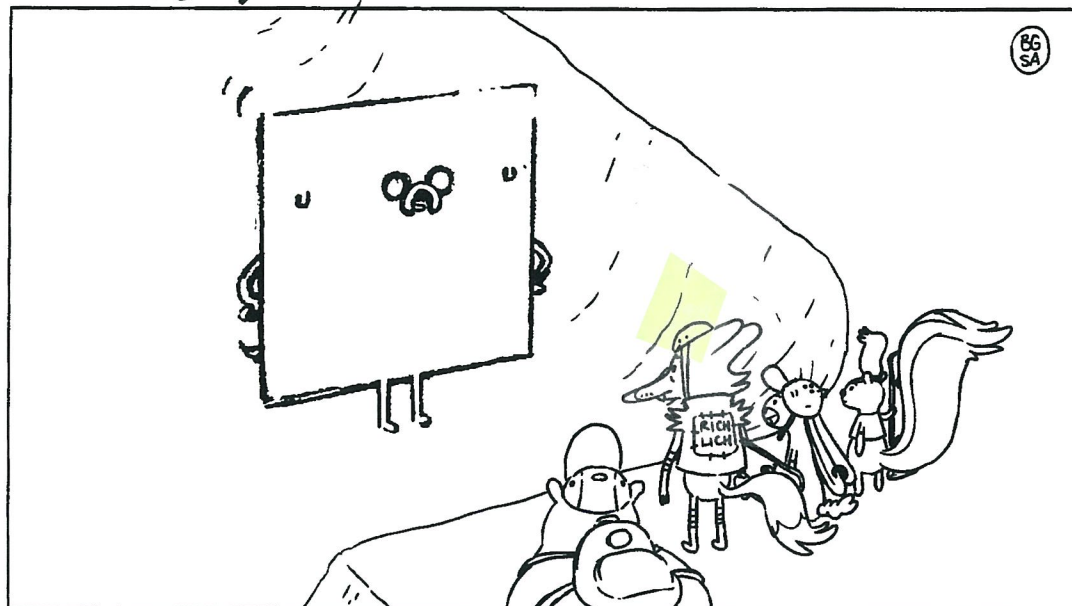
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ADVENTURE TIME

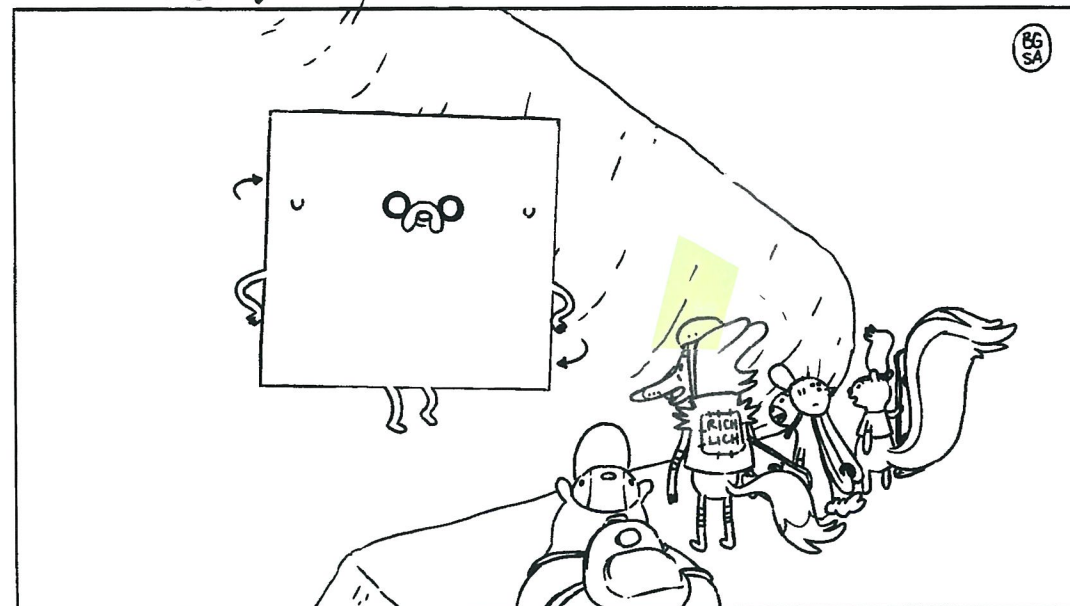


Page 122
122A NEXT
day night

Sc. 54 *cont* Pnl. C Bg. day night



Sc. 54 *cont* Pnl. D Bg. day night



Dialog: J: BUT NOW I AM.

FOX: Wow! RADICAL! HA HA...

TEEN ANIMALS: [IMPRESSED WALLA]

Action: - J. STRETCHES INTO A SQUARE

- J. TURNS.

MAR 16 2016

Timing:

1042-245

EPISODE #

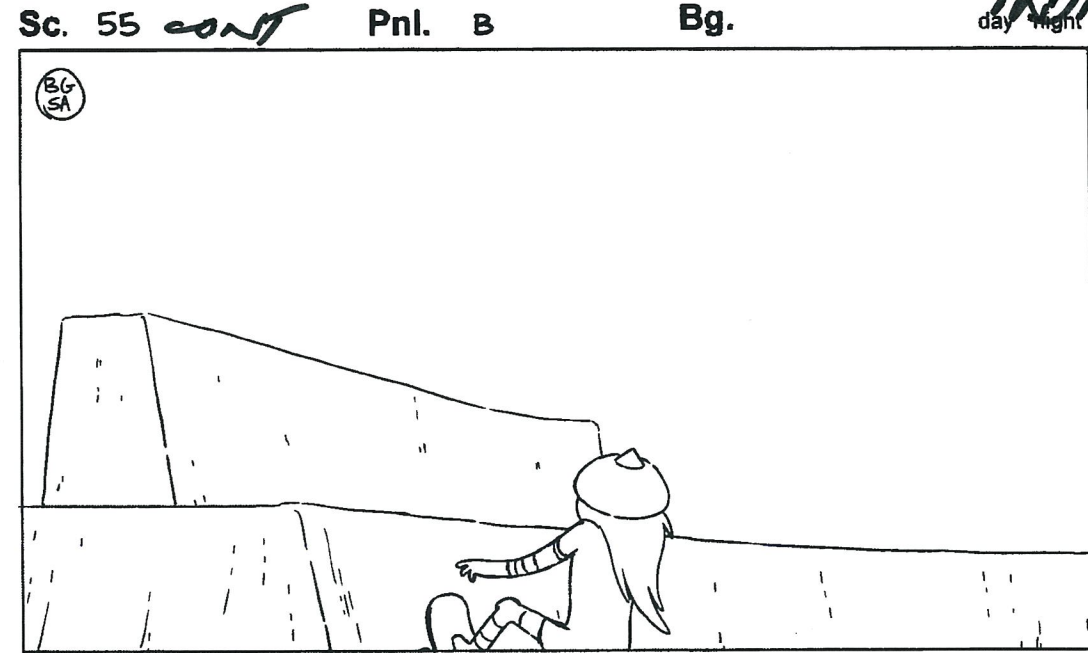
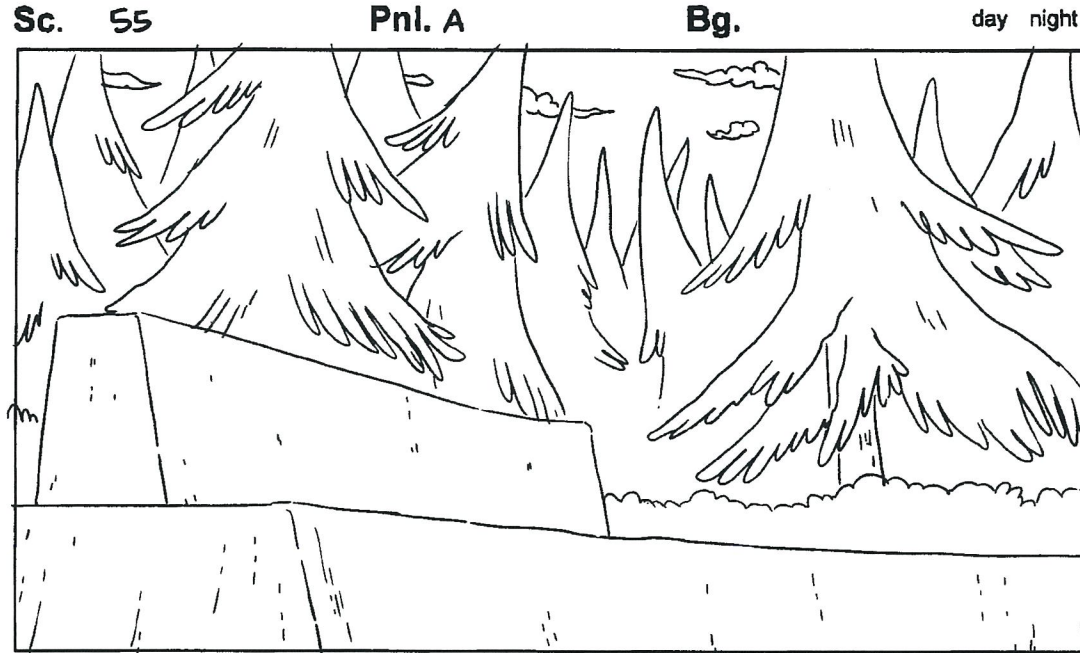
Production :

1042 245

ADVENTURE TIME



Page 122A
IRONBENT
day night



Dialog:

(0/5)
GANG: HA HA HA

Action:

- B. SKATES UP RAMP.

MAR 16 2016

Timing:

EPISODE # 1042-245

Production :

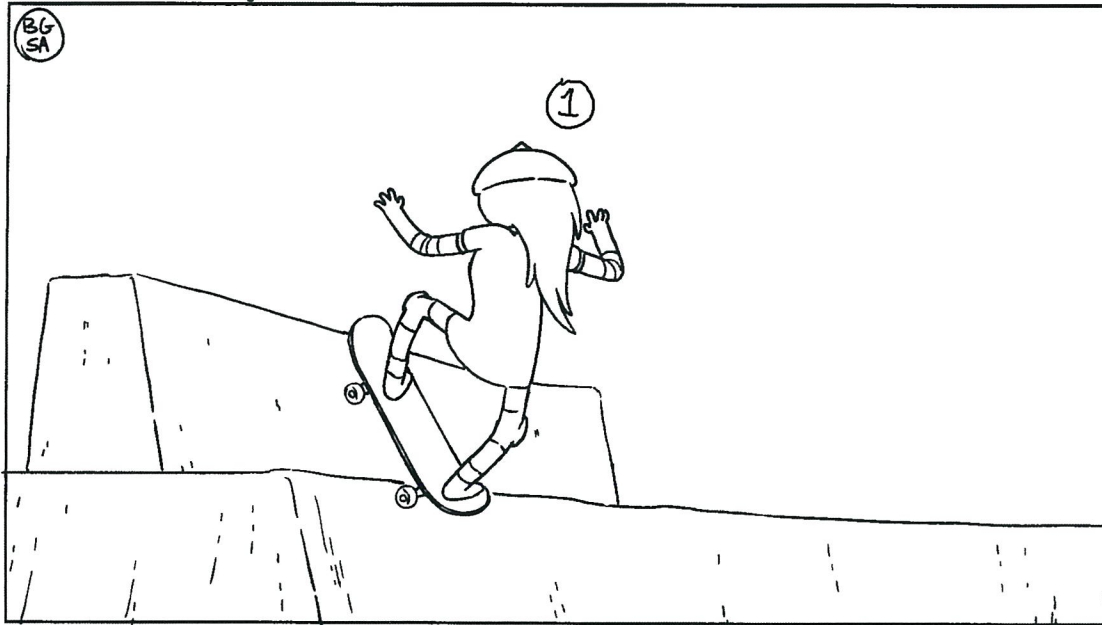
1042 245

ADVENTURE TIME

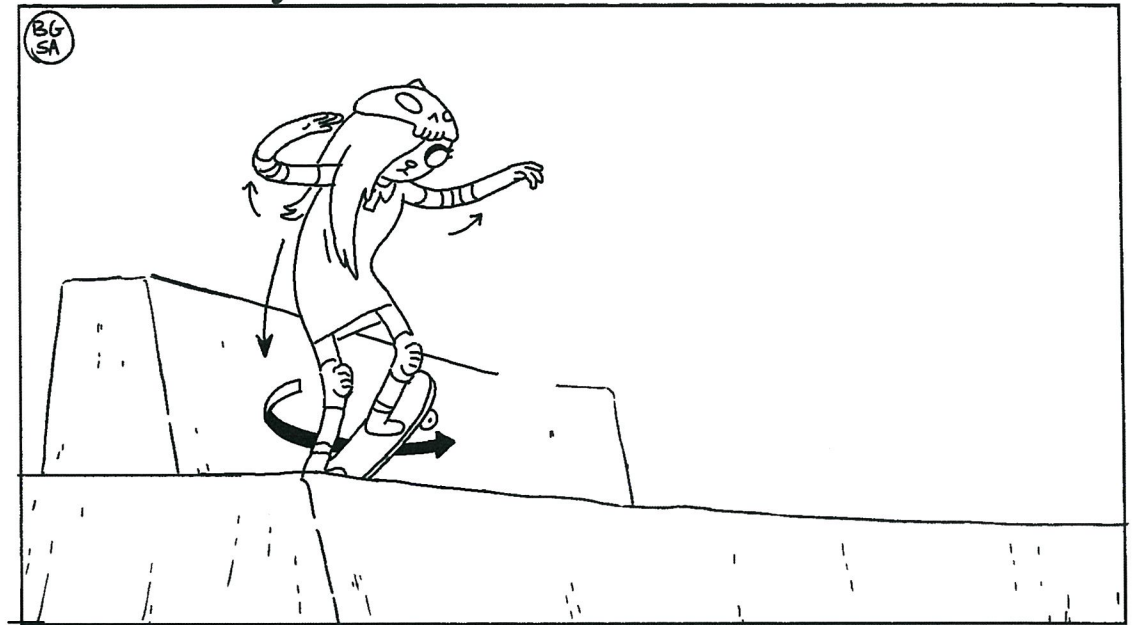


Page 123

Sc. 55 *cont* Pnl. C Bg. day night



Sc. 55 *cont* Pnl. D Bg. day night



Dialog:

GANG: Woo!

Action:

- B. AIRS OUT OF RAMP.

Timing:



SKUNK HOW'D YOU DO THAT?

- B. LANDS ON BACK wheels & pivots A ROUND.

MAR 16 2016

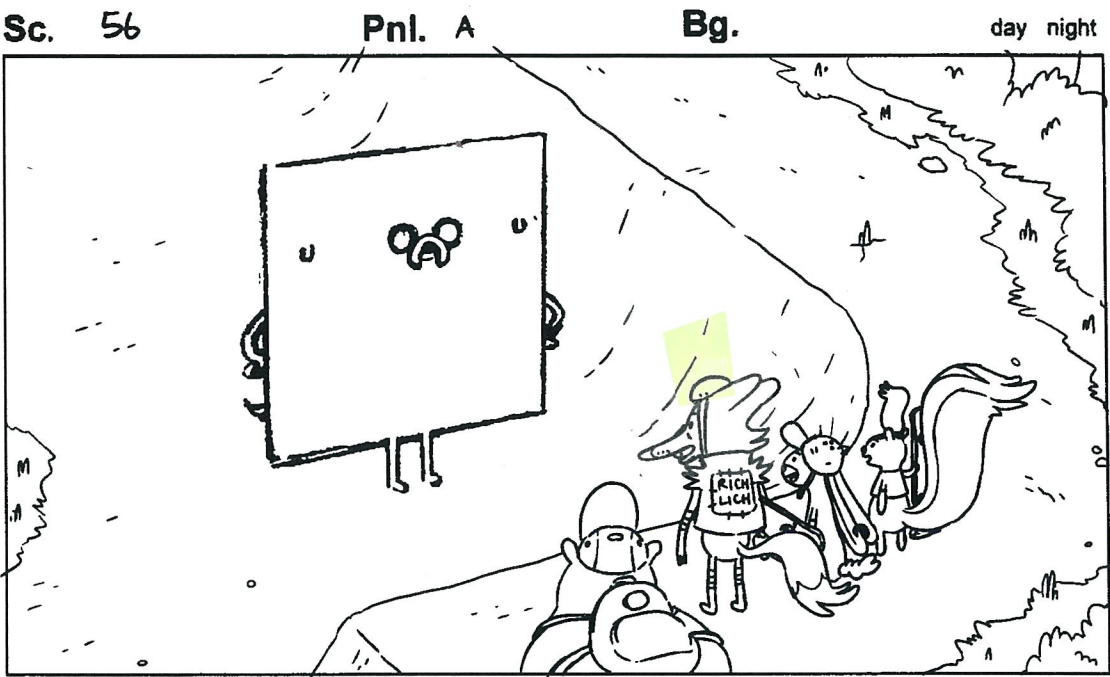
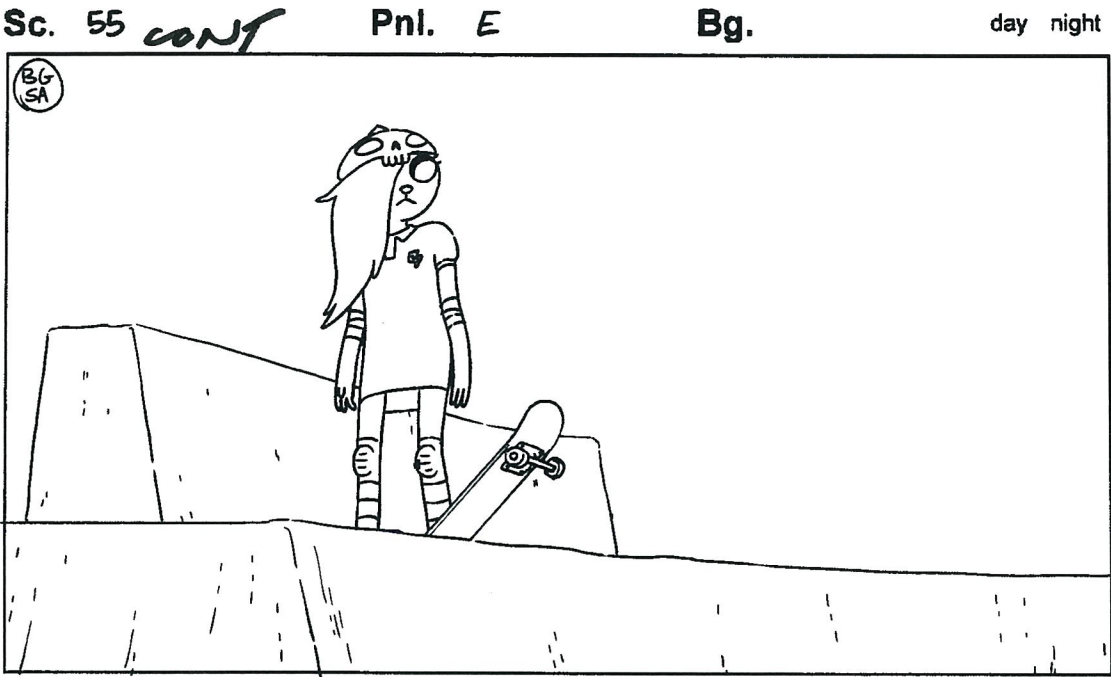
EPISODE # 1042-245

042 245

Production :

1042 245

ADVENTURE TIME



Dialog: BEAR : DO ANOTHER ONE! YEAH!

Action: - B FINISHES TURN & LOOKS BACK ACROSS PARK. MAR 16 2016

Timing:

1042 245

EPISODE # 1042-245

1042 245

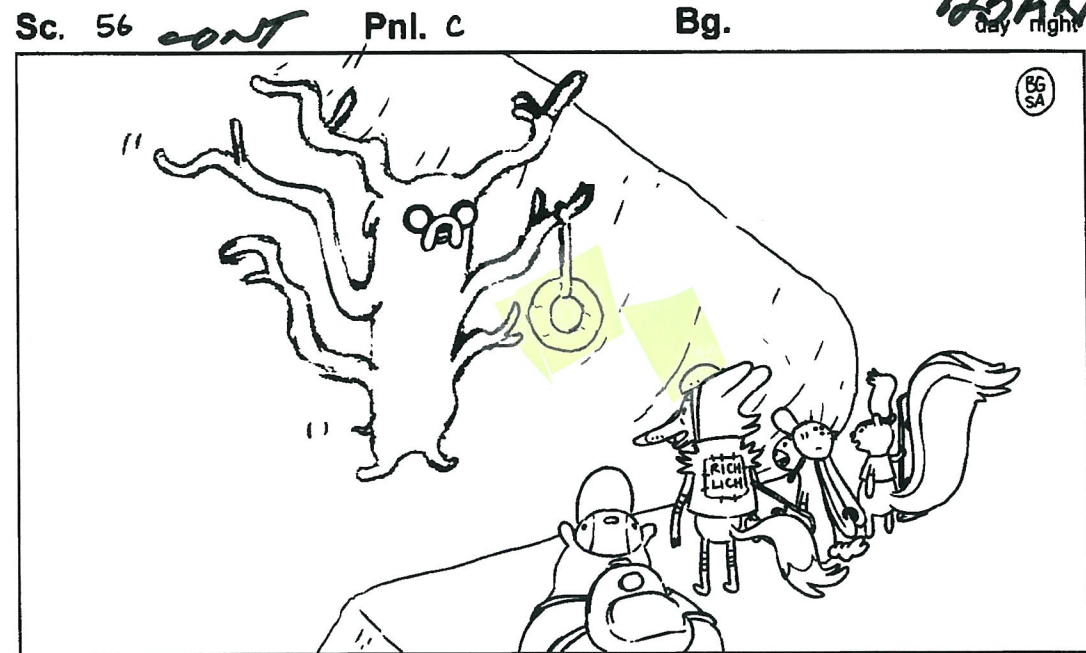
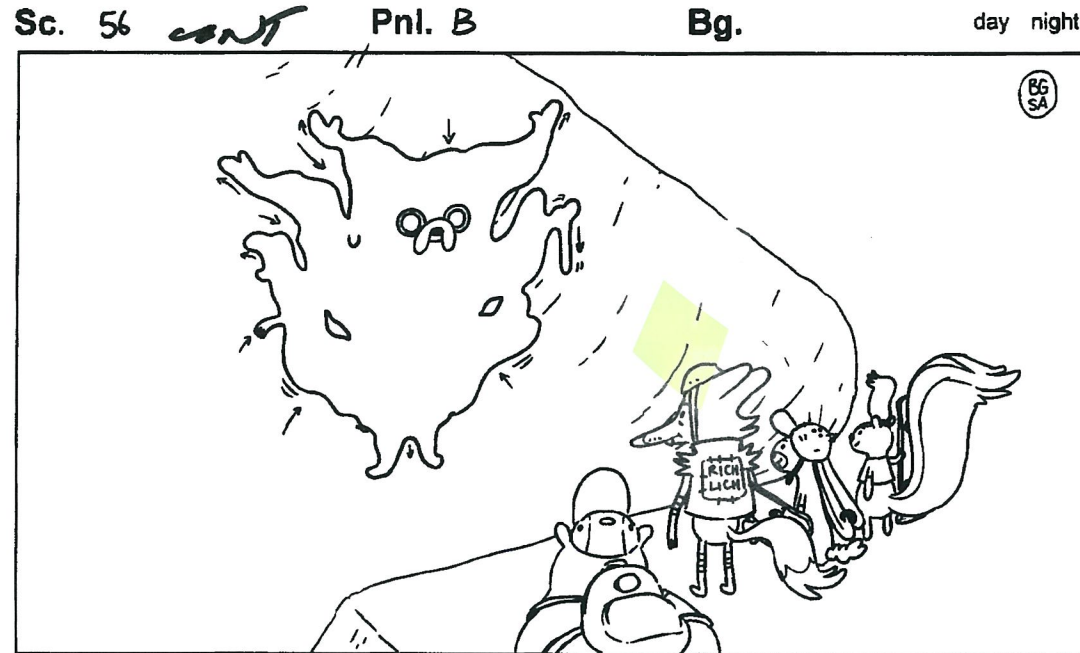
Production :

1042 245

ADVENTURE TIME



Page 125
125A NEXT
day night



Dialog:

J: I'M AN OLD TREE.
SKUNK: YAY!
ANIMALS: HA HA HA

Action:

JAKE CHANGES SHAPE, INTO A TREE.

MAR 6 2016

Timing:

EPISODE # 1042-245

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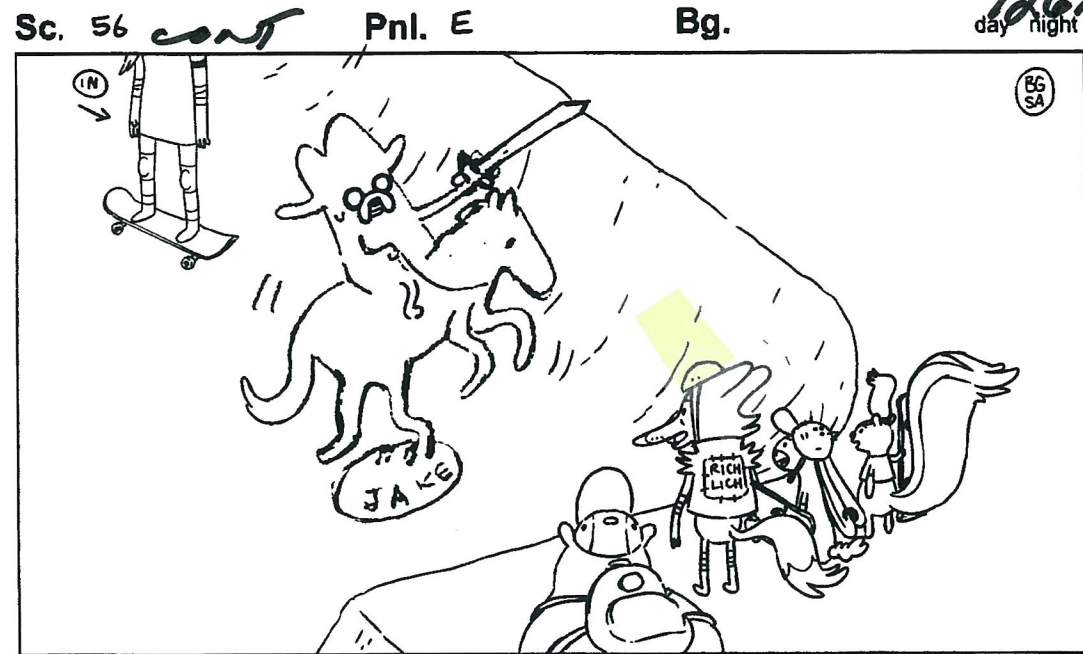
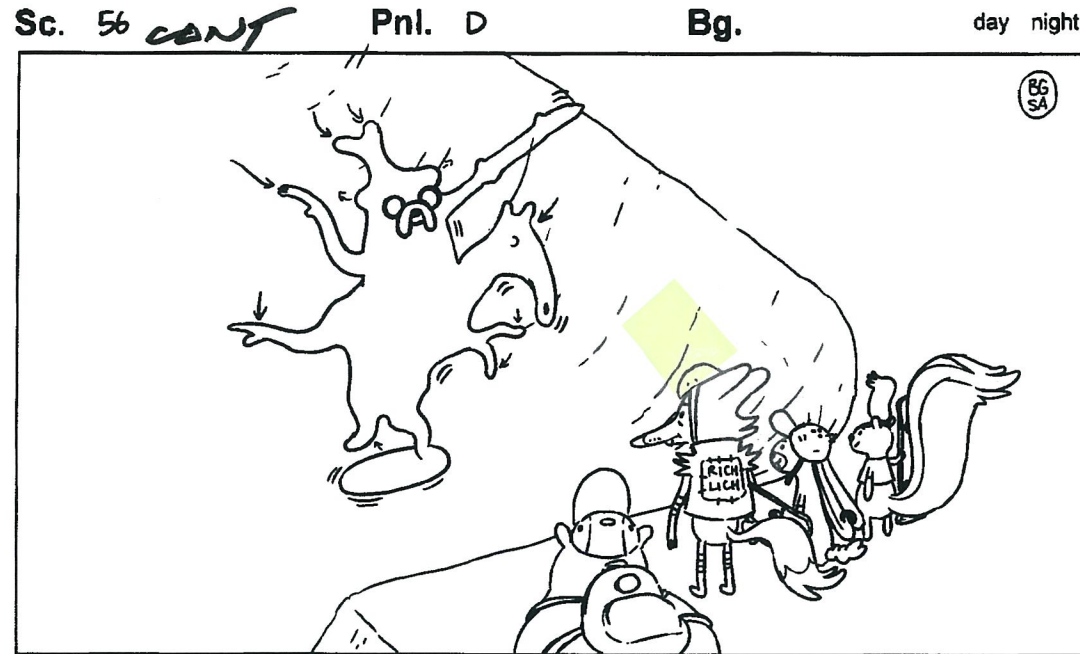
Production :

1042 245

ADVENTURE TIME



Page 125A
126 NEXT
day night



Dialog:	J: 'AN EQUESTRIAN STATUE.' FOX: HEY! HA HA
Action:	JAKE CHANGES TO A STATUE. (BRONWYN ENTERS, ON HER SKATEBOARD.)
Timing:	MAR 16 2016

EPISODE # 1042-245
Production :

1042 245

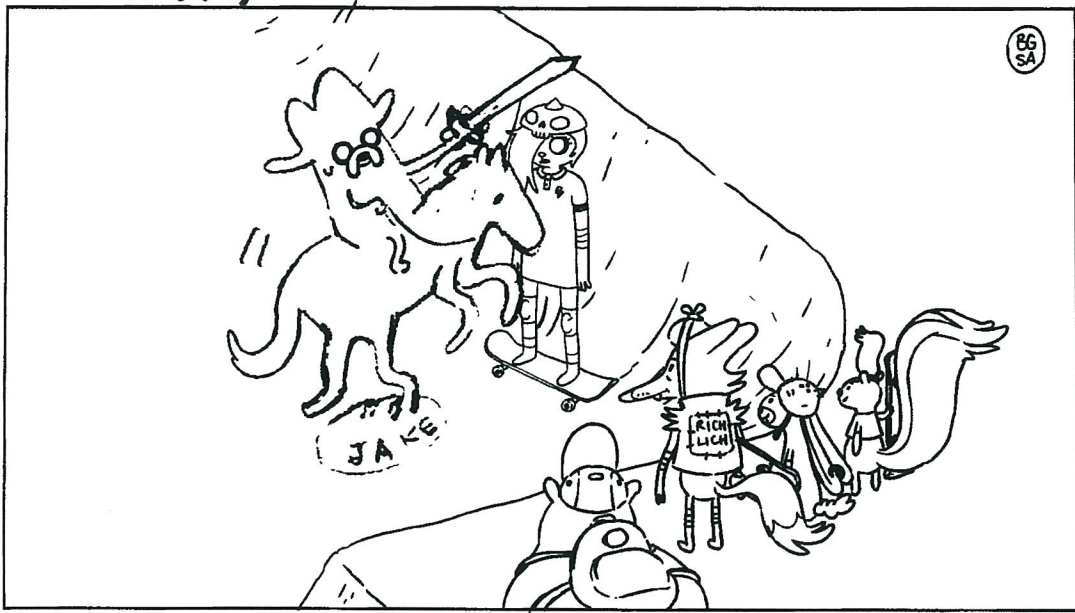
1042 245

1042 245

ADVENTURE TIME



Sc. 56 *CONT* Pnl. F Bg. day night



Sc. 56 *CONT* Pnl. G Bg. day night



Dialog:	B: ARE YOU GOING TO STAY HERE - ALL NIGHT ?
Action:	
Timing:	

MAR 16 2016

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Production :

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1042 245

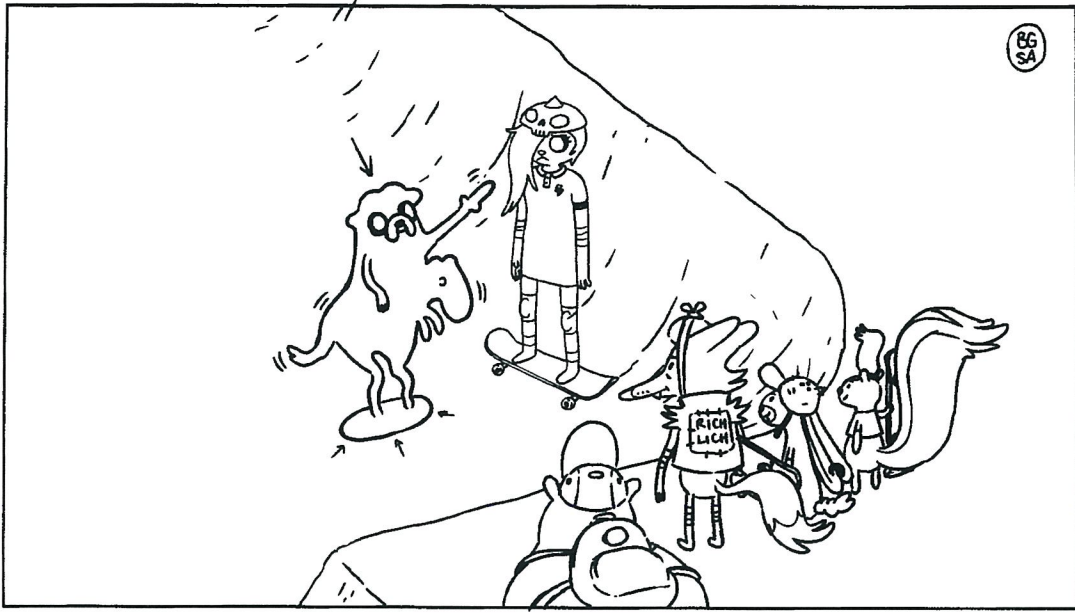
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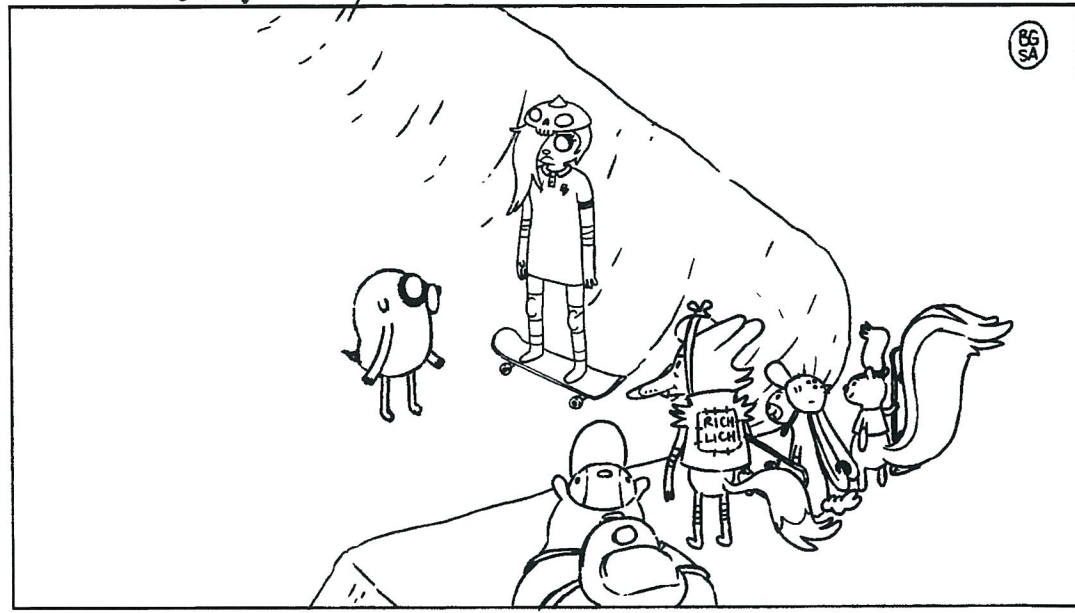


Page 126A
127 NEXT
day night

Sc. 56 *cont* Pnl. H Bg. day night



Sc. 56 *cont* Pnl. I Bg. day night



Dialog:	J: WHAT? THEY LIKE ME!
Action:	-J, STRETCHES BACK TO NORMAL.
Timing:	MAR 16 2016

EPISODE # 1042-245
Production :

1042 245

1042 245

1042 245

ADVENTURE TIME



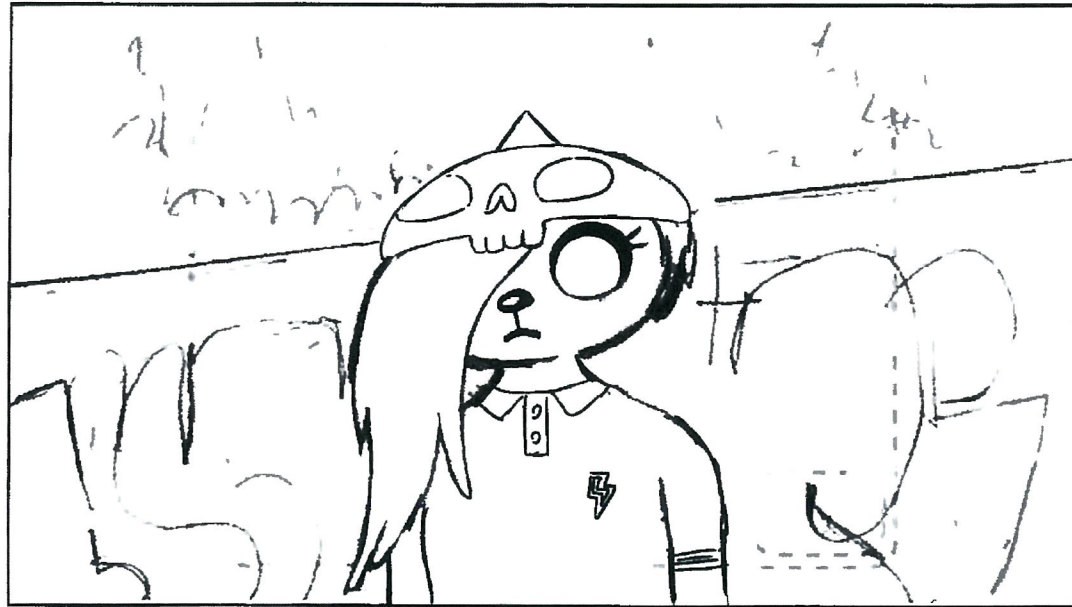
Page 127

Sc. 57

Pnl. A

Bg.

day night

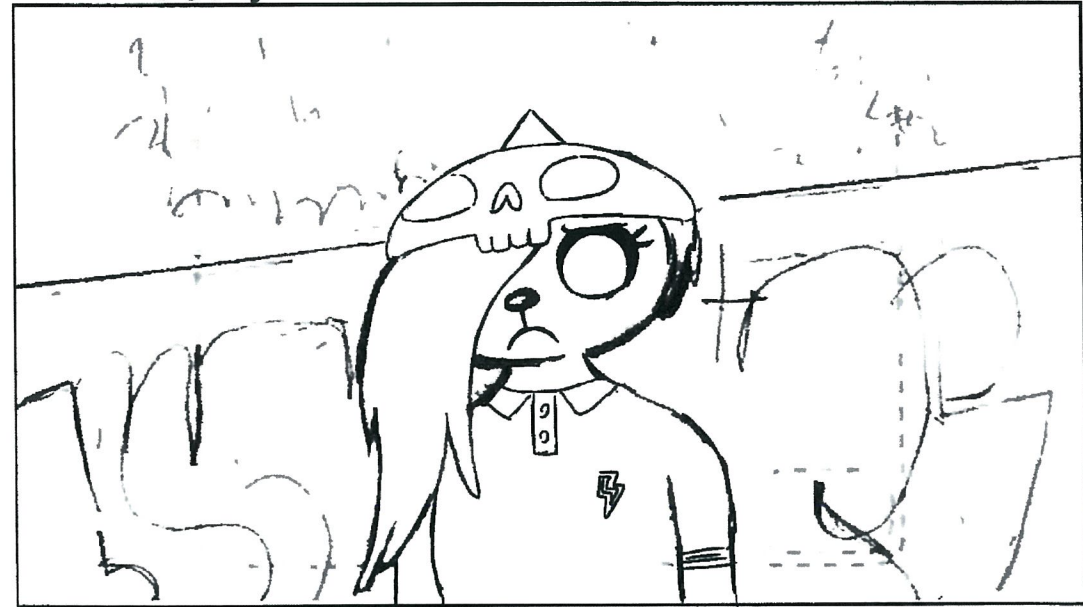


Sc. 57 *cont*

Pnl. B

Bg.

day night



Dialog:

⑤ (o.s.) THEY LIKE MY AGELESS STYLE AND EVERYTHING. . .

⑥ [GRUMBLE]
Hmmp!

Action:

MAR 16 2016

Timing:

1042-245

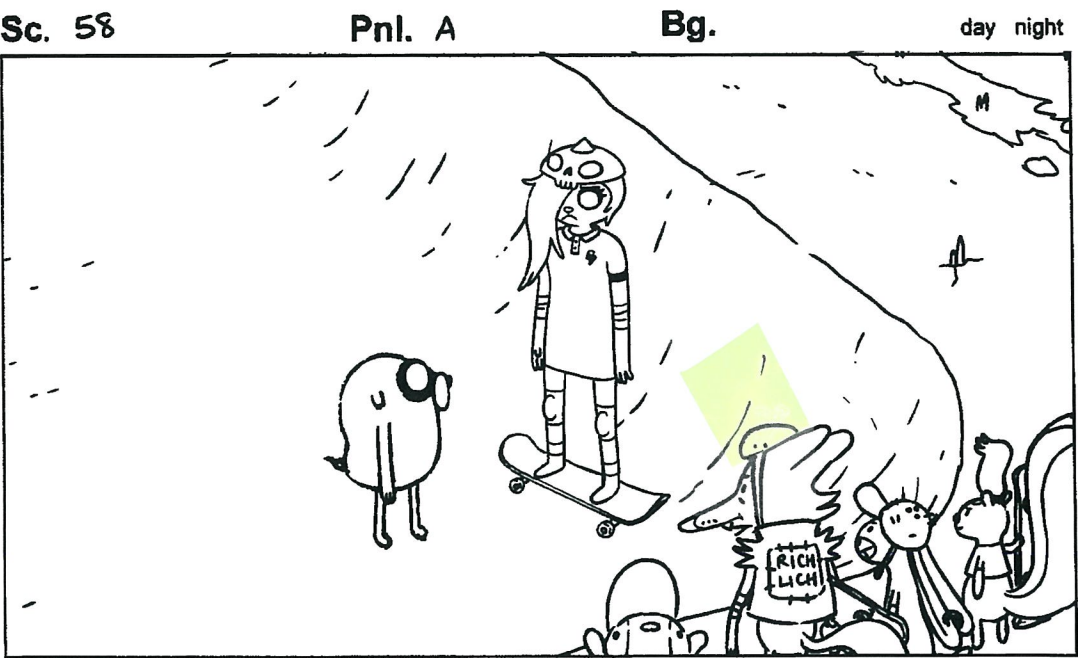
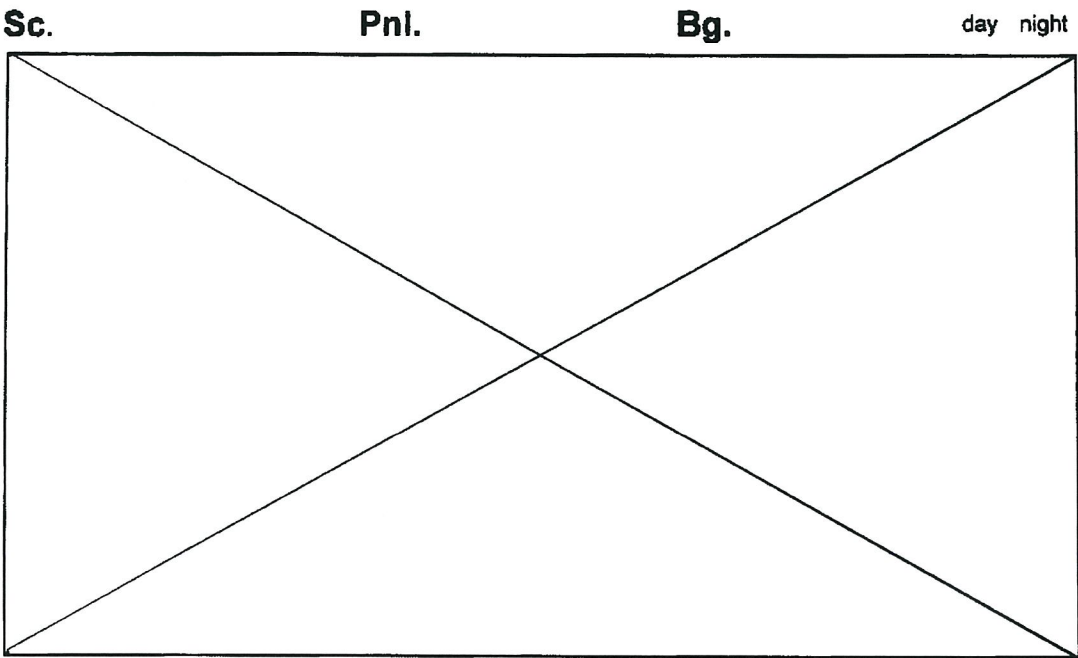
EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME



Dialog:
Action:
Timing:

MAR 16 2016

1042-245

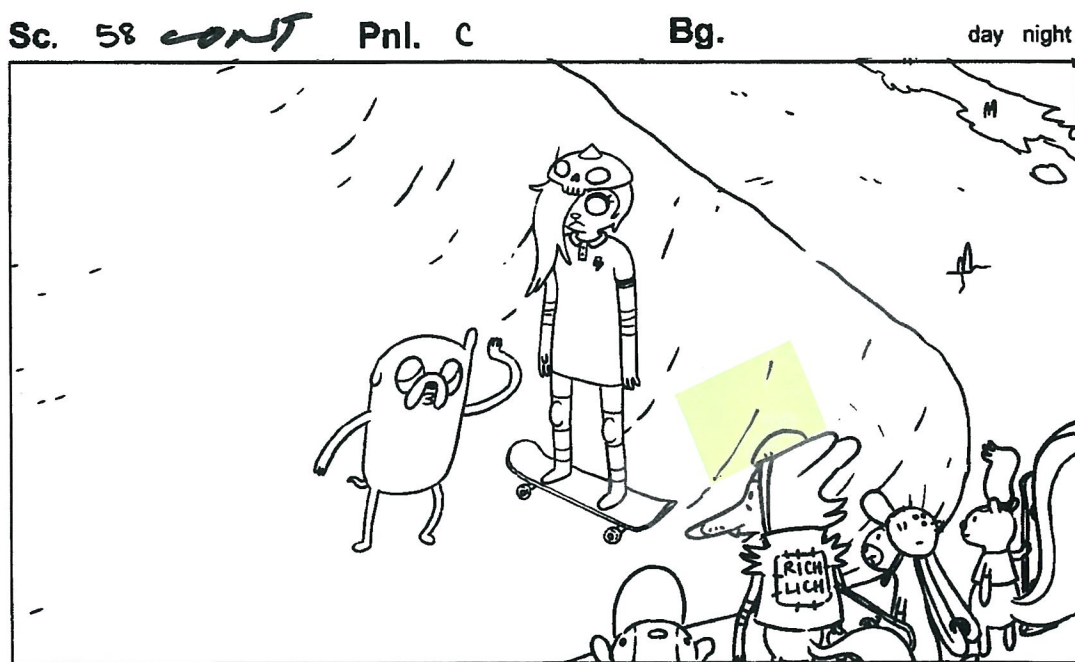
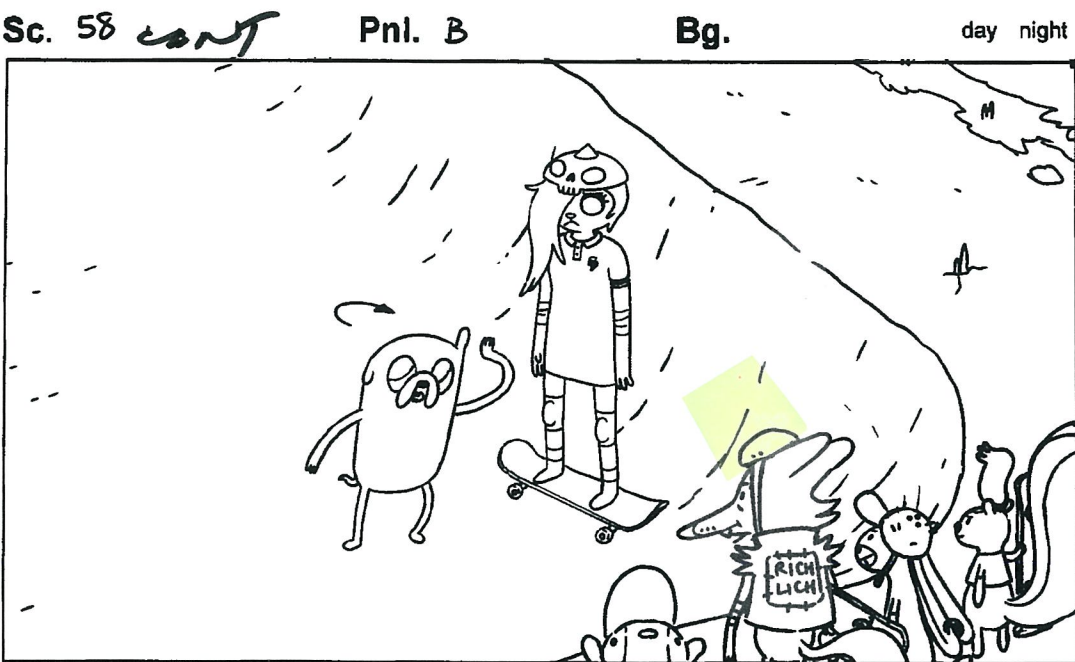
EPISODE #

Production :

1042 245

1042 245

ADVENTURE TIME



Dialog:	⑤ BUT HARK! WHAT'S THAT I HEAR?...	⑤ FAAART!
Action:	⑤ HITS POSE	(HOLD POSE)
Timing:	MAR 16 2016	

1042-245

EPISODE #

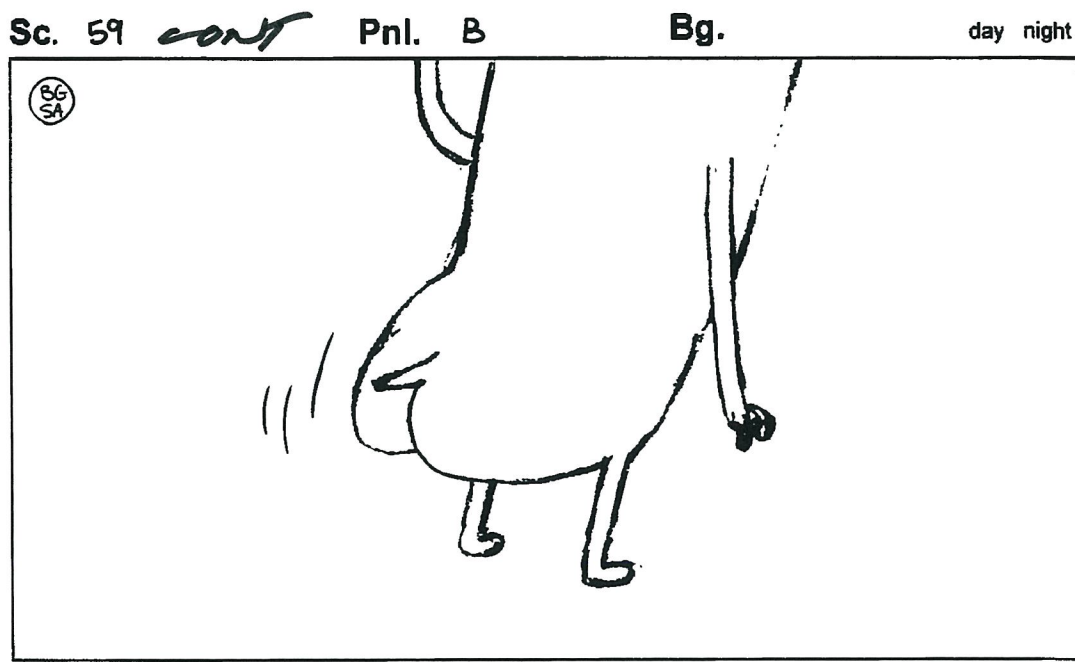
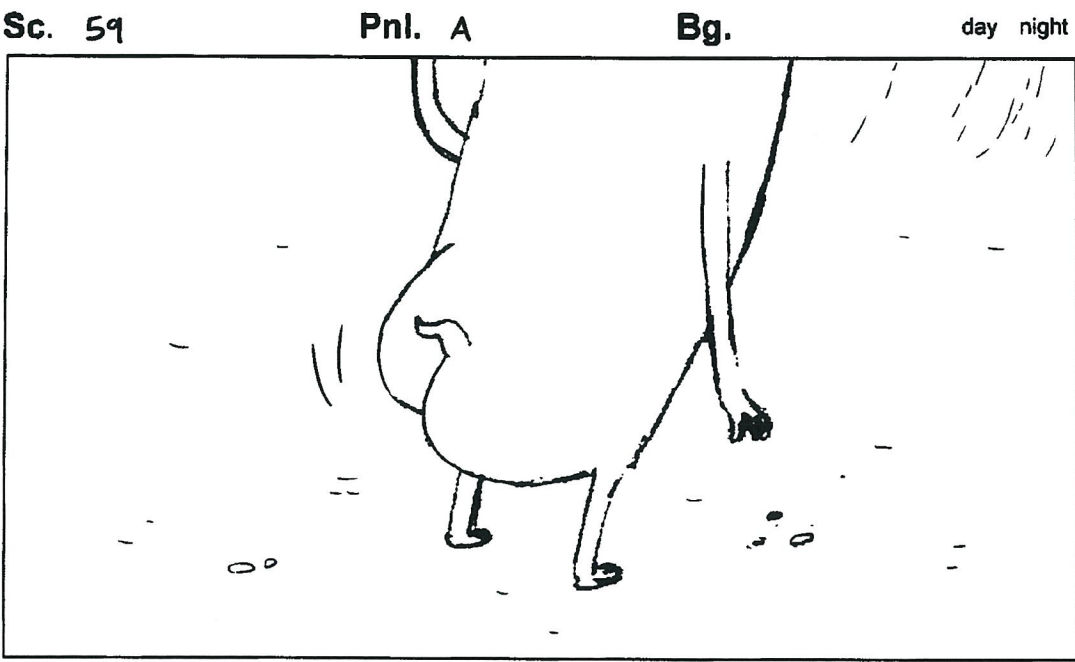
1042 245

Production :

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1042 245

ADVENTURE TIME



Dialog:	<i>J: Faant!</i>
Action:	
Timing:	

MAR 16 2016

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EPISODE # 1042-245

Production :

1042 245

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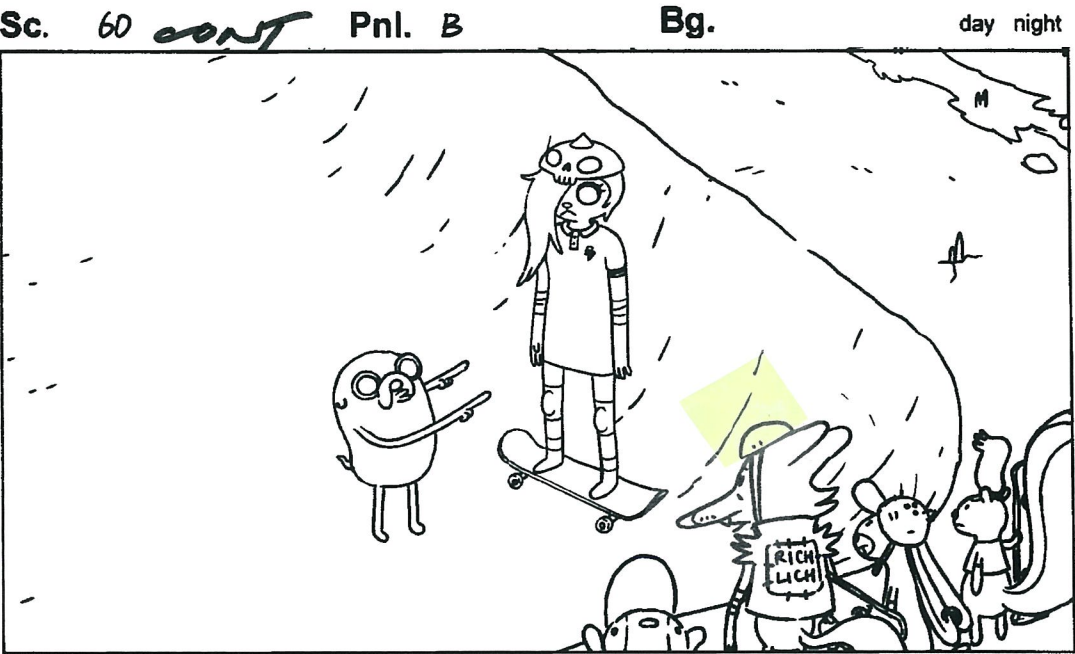
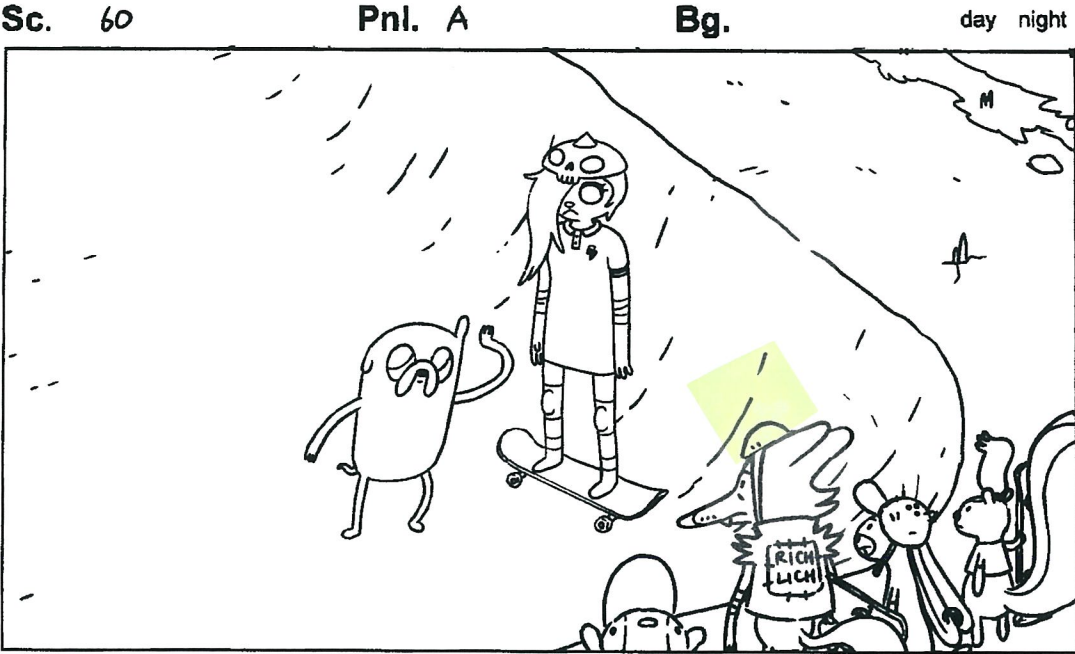
1042 245

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ADVENTURE TIME



Page 131



Dialog:	SFX: <END OF FART>
Action:	[BEAT.] POINT POINT
Timing:	MAR 16 2016

1042-245

EPISODE #

1042 245

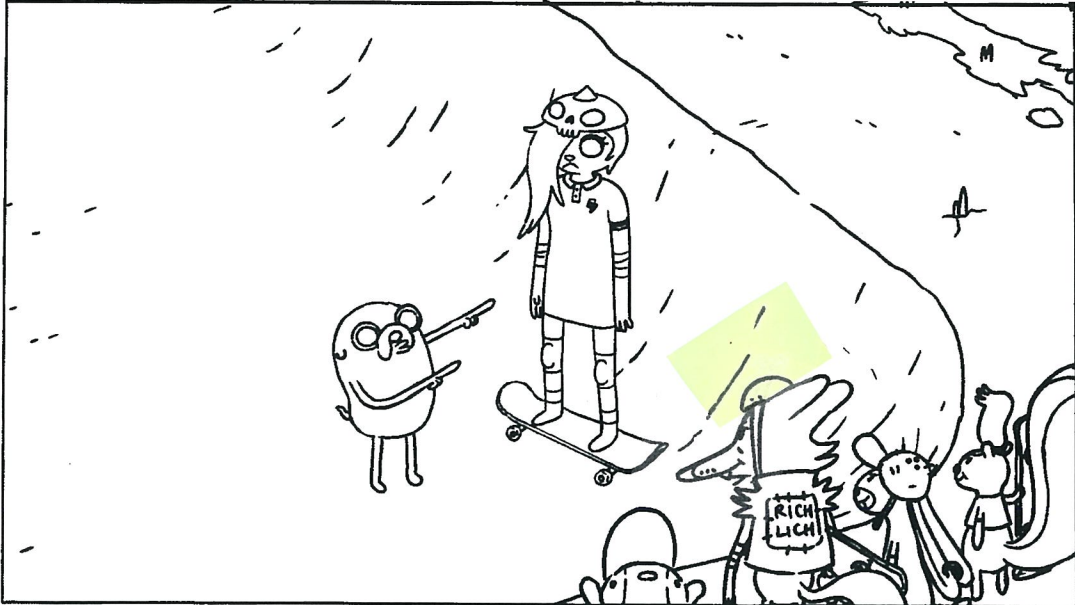
Production :

1042 245

ADVENTURE TIME



Sc. 60 *cont* Pnl. C Bg. day night



Sc. 60 *cont* Pnl. D Bg. day night



Dialog:

ANIMALS HA HA HA...!
FOX : BRONWYN BEEFED IT!

Action:

POINT POINT

MAR 16 2016

Timing:

EPISODE # 1042-245

1042 245

Production :

1042 245

1042 245

ADVENTURE TIME



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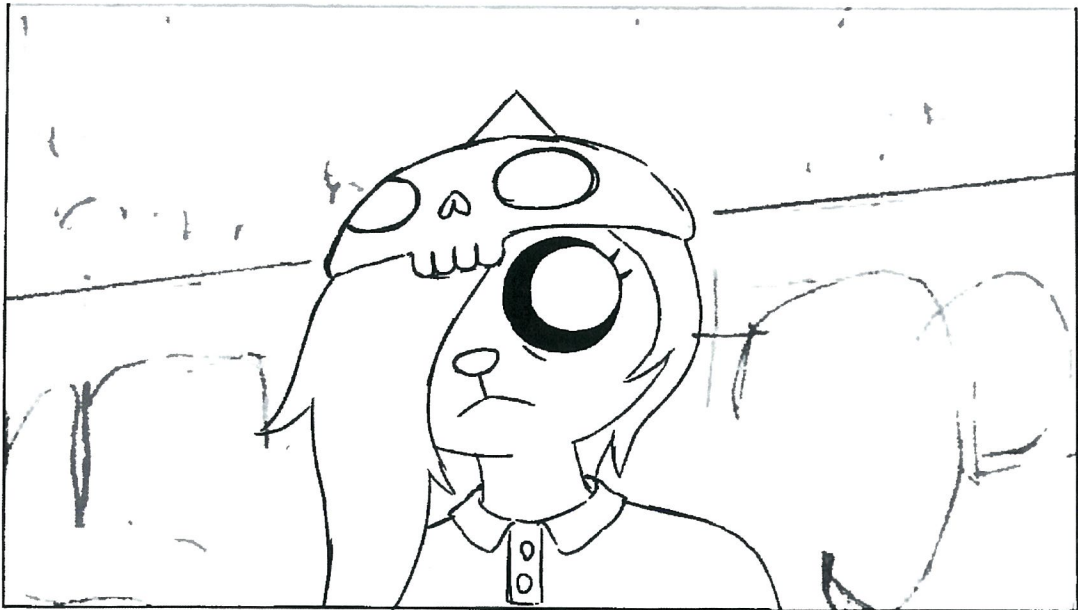
NOPG 134
day night

Sc. 61

Pnl. A

Bg.

day night



Sc. 61 *cont*

Pnl. B

Bg.



Dialog:

GANG: HA HA HA
(0/3)

Action:

(BRONWYN FLUSTERED)

MAR 6 2016

Timing:

1042-245

EPISODE #

042 245

Production :

042 245

1042 245

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ADVENTURE TIME



Page 135

Sc. 62

Pnl. A

Bg.

day night



Sc. 62 *cont*

Pnl. B

Bg.

day night



Dialog:

② (UNDER HER BREATH) Y-You're THE FART.

① WHAT - NO

Action:

BRONWYN PUSHES OFF . . .

SP

Timing:



MAR 6 2016

1042-245

EPISODE #

1042 245

Production :

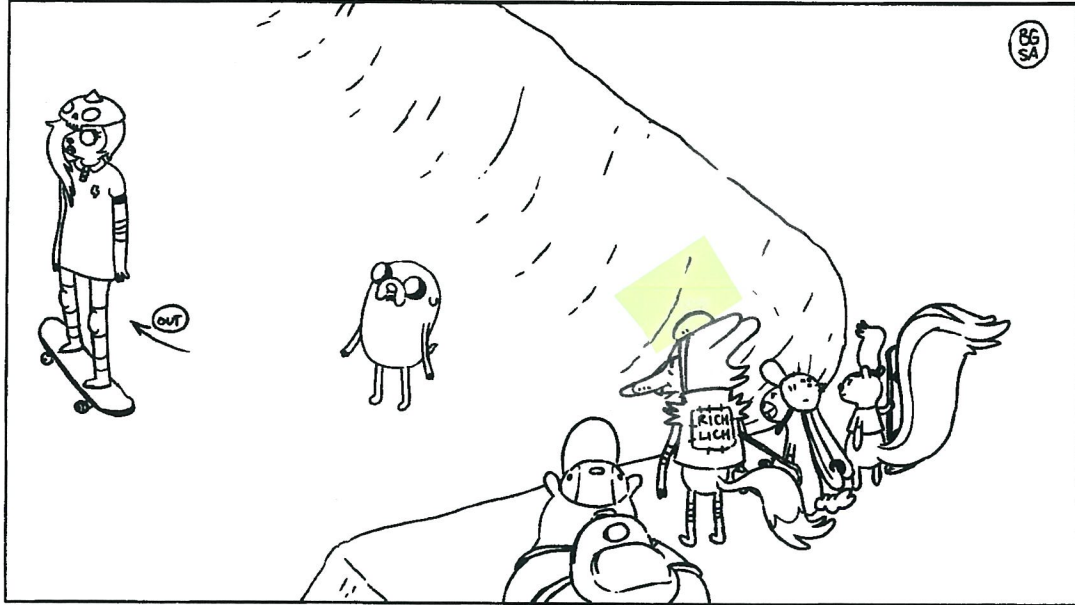
1042 245

ADVENTURE TIME



Page 136

Sc. 62 *cont* Pnl. C Bg. day night



Sc. 62 *cont* Pnl. D Bg. day night



Dialog:

Ⓑ OLD FART!

Action:

— BRONWYN SKATES OUT.

Timing:

J = I'M COOOOL!

MAR 16 2016

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EPISODE #

1042 245

Production :

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ADVENTURE TIME



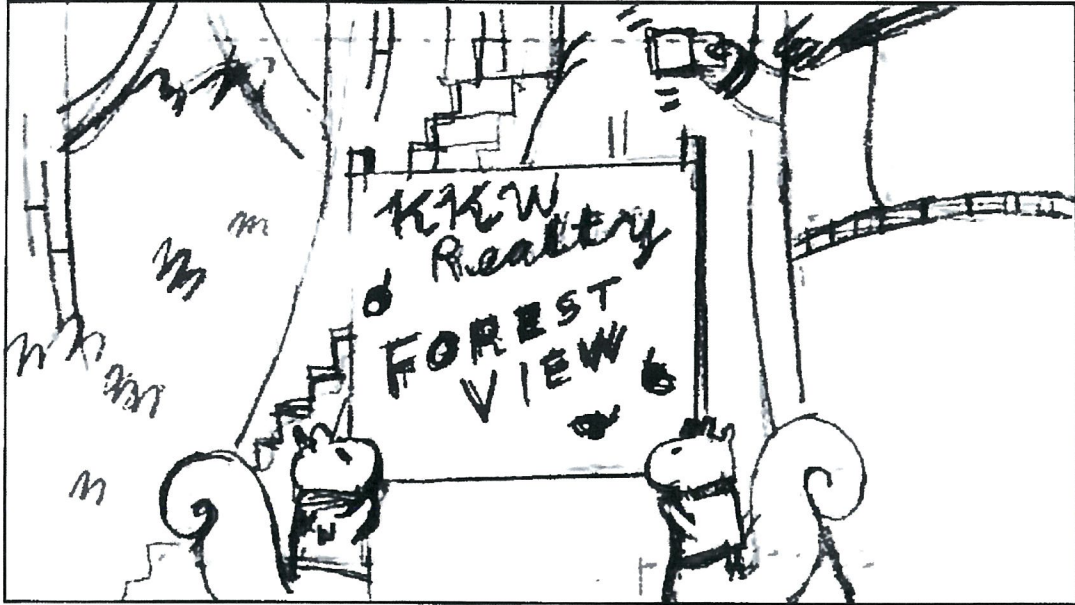
Page 137

Sc. 63

Pnl. A

Bg.

day night

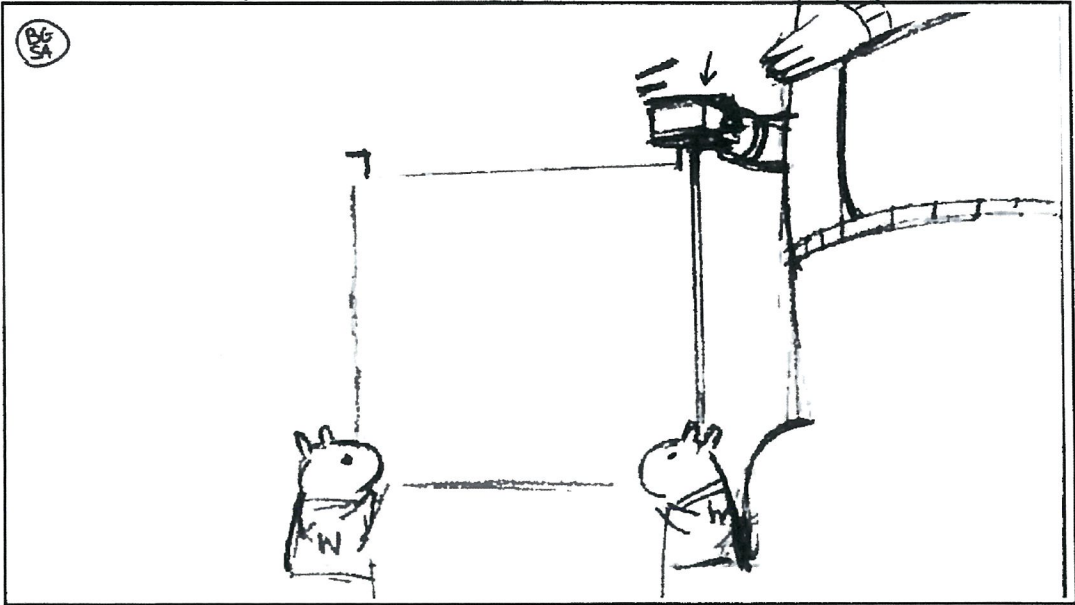


Sc. 63 cont

Pnl. B

Bg.

day night



Dialog:

SFX: TAP TAP

Action:

- CLOSE ON A REAL ESTATE SIGN.
(KKW IS HAMMERING A POST WITH
A PIECE OF A BRICK.)

Timing:

SFX: TAP

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Production :

1042 245

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1042 245

ADVENTURE TIME



Page 138

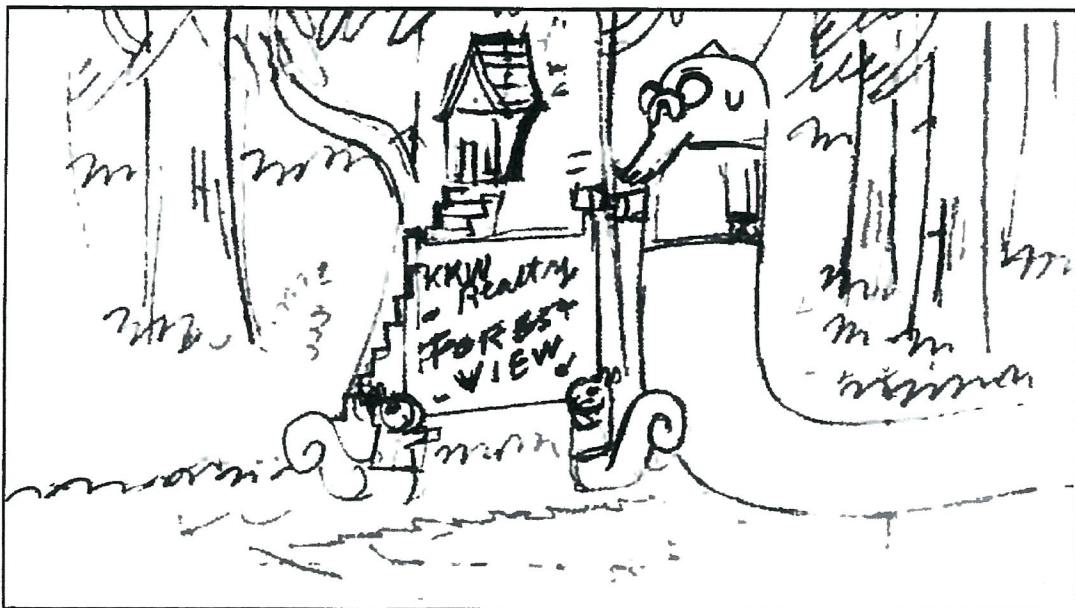
138A NEXT
day night

Sc. 64

Pnl. A

Bg.

day night



Sc. 64 CONT

Pnl. B

Bg.



Dialog:

(J)

SON!

Action:

JAKE SKATEBOARDS IN. (ON A MOSTLY
OVERGROWN SIDEWALK.)

MAR 16 2016

Timing:

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ADVENTURE TIME



Page 138A
139 NEXT
day night

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.
64 <i>cont</i>	C	

Dialog:	J IT'S WORSE THAN WE THOUGHT—
Action:	
Timing:	

MAR 16 2016

Production :
EPISODE # 1042-245

1042 245

1042 245

ADVENTURE TIME



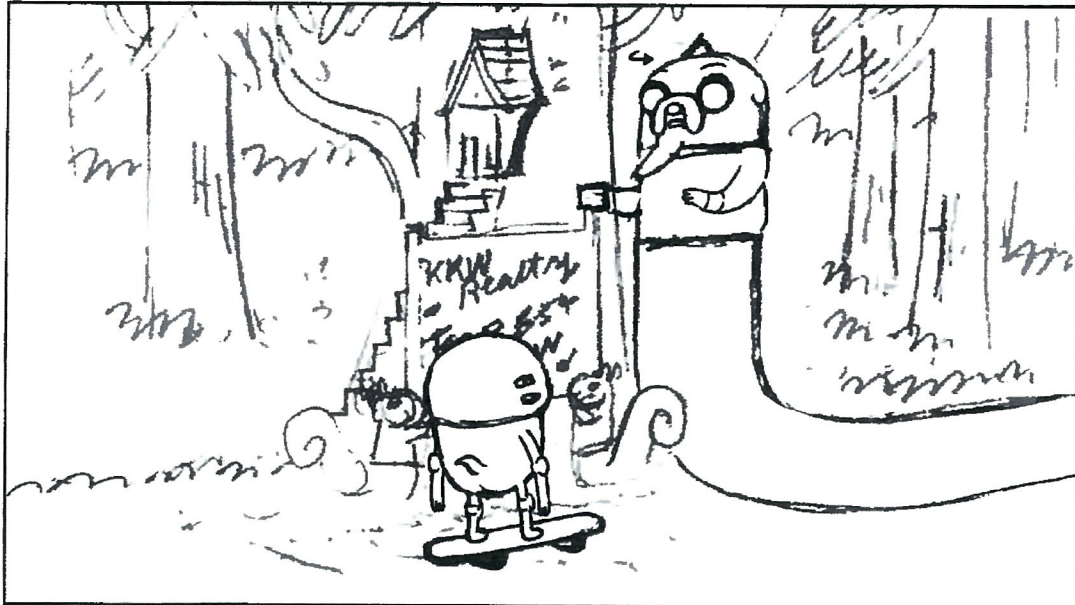
Page 139

Sc. 64 *CONT*

Pnl. D

Bg.

day night



Sc. 64 *CONT*

Pnl. E

Bg.

day night



Dialog: (KKW) OH KOO... IS IT BLACK MAGIC? A CURSED RING? AN INVESTMENT SCAM!...

⑤ WORSE!

Action:

MAR 16 2016

Timing:

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Production :

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ADVENTURE TIME



Sc. 64 *cont*

Pnl. F

Bg.

day night

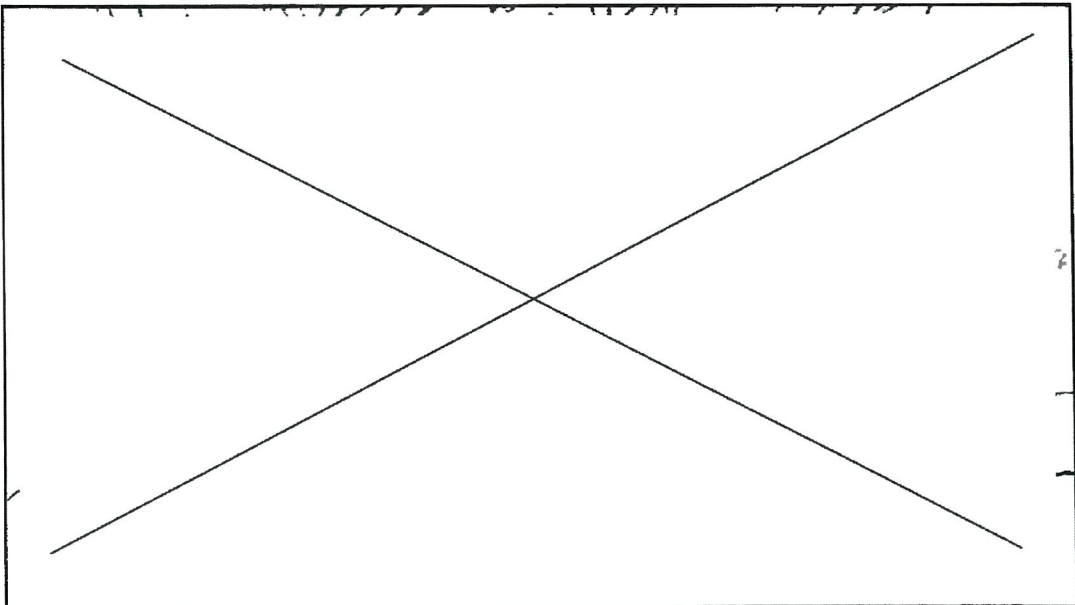


Sc.

Pnl.

Bg.

day night



Dialog:	...
Action:	
Timing:	MAR 18 2016

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EPISODE #

1042 245

Production :

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ADVENTURE TIME



Page 141
141A NEXT
day night

Sc. 64 *cont* Pnl. G Bg. day night



Sc. 64 *cont* Pnl. H Bg. day night



Dialog:	J: I TRIED REAL-TALKING WITH BRONWYN LAST NIGHT AND NOW SHE THINKS I'M A SQUARE! ...
Action:	MAR 16 2016
Timing:	

1042-245

EPISODE #

Production :

1042 245

1042 245

1042 245

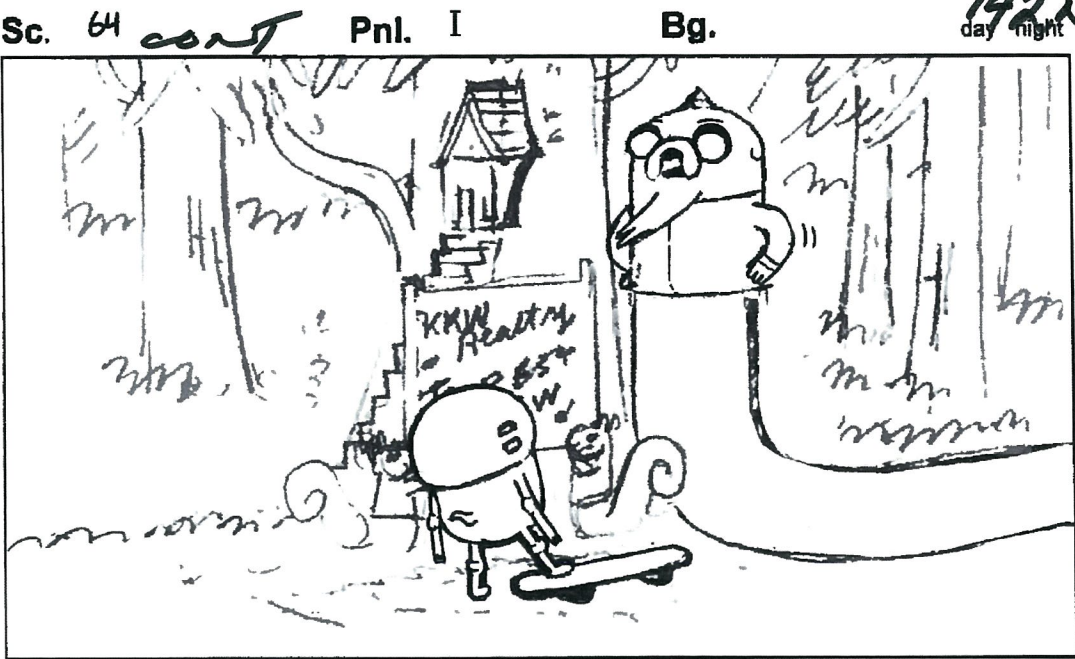
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ADVENTURE TIME



Page 141 A
142 NEXT
day night

Sc.	Pnl.	Bg.	day	night



Dialog:	KKW: I FEEL LIKE YOU'RE LOSING SIGHT --
Action:	MAR 16 2016
Timing:	

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EPISODE #

Production :

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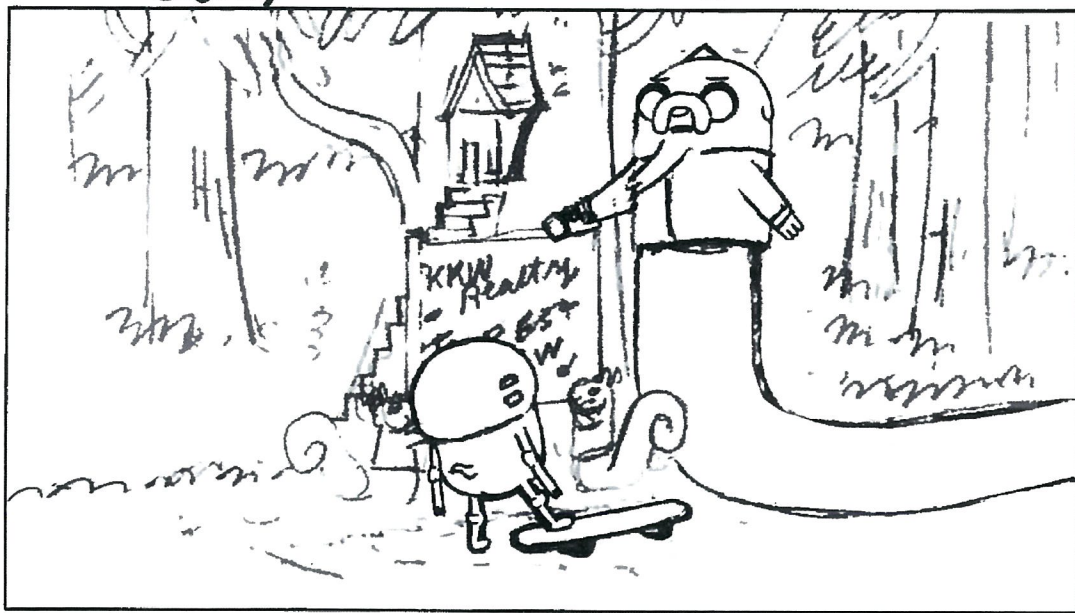
1042 245

ADVENTURE TIME

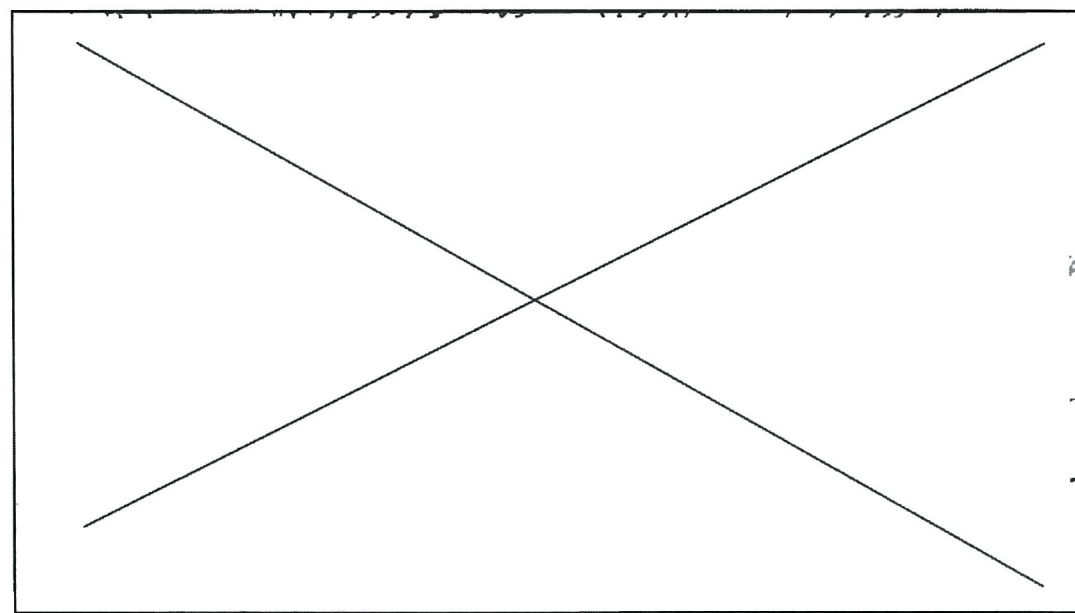


Page 142

Sc. 64 *CONT* Pnl. J Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<u>KKW</u> = ...OF THE POINT HERE, DAD.
Action:	
Timing:	

MAR 16 2016

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Production :

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ADVENTURE TIME

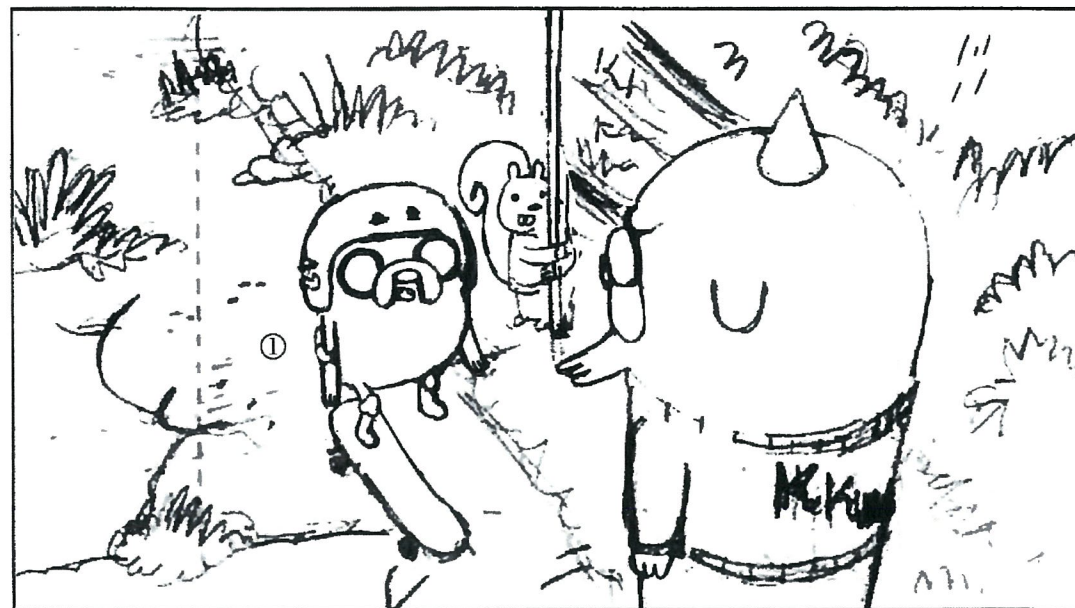


Page 143

Sc. 64 *cont* Pnl. K Bg. day night



Sc. 65 Pnl. A Bg. day night



Dialog:	① PRETTY MUCH EVERYONE THINKS I'M GREAT, RIGHT?
Action:	②
Timing:	MAR 16 2016



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EPISODE #

1042 245

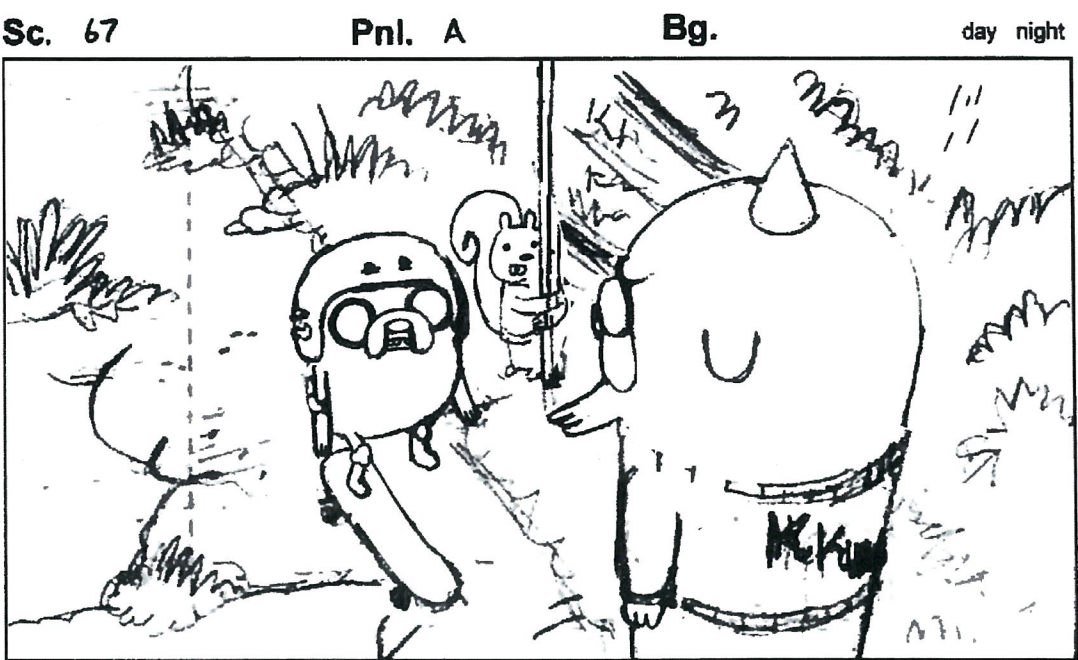
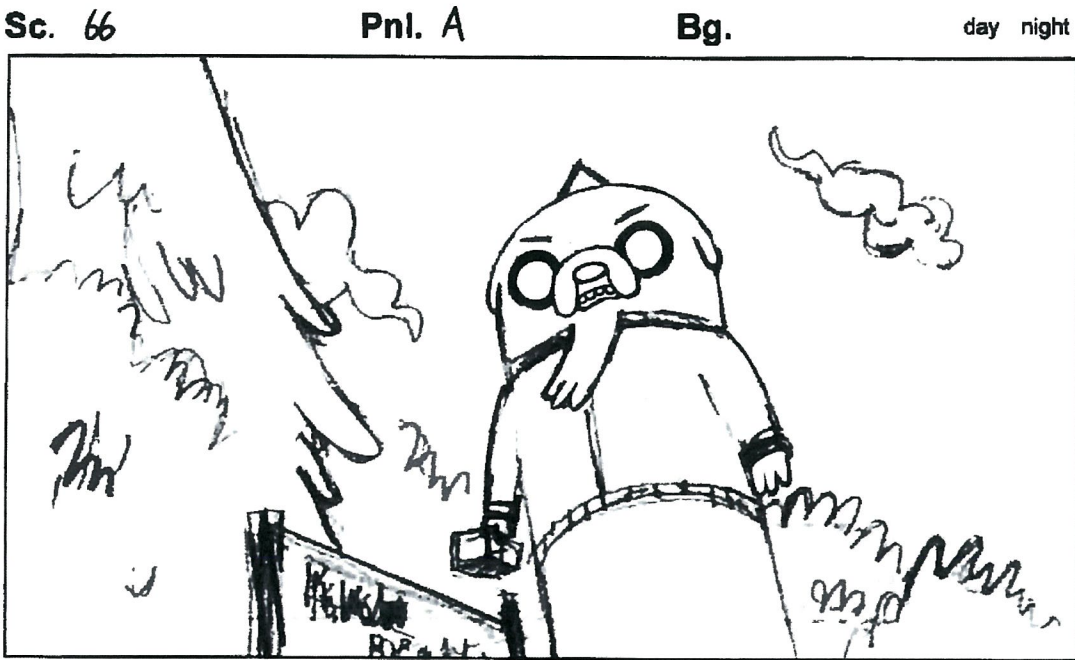
Production :

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1042 245

ADVENTURE TIME



Dialog:	KKW : MAYBE STAY AWAY FROM MY DAUGHTER.	J: DON'T--
Action:	MAR 16 2016	
Timing:		

1042-245

EPISODE #

1042 245

Production :

ADVENTURE TIME



Sc. 67 cont

Pnl. B

Bg.

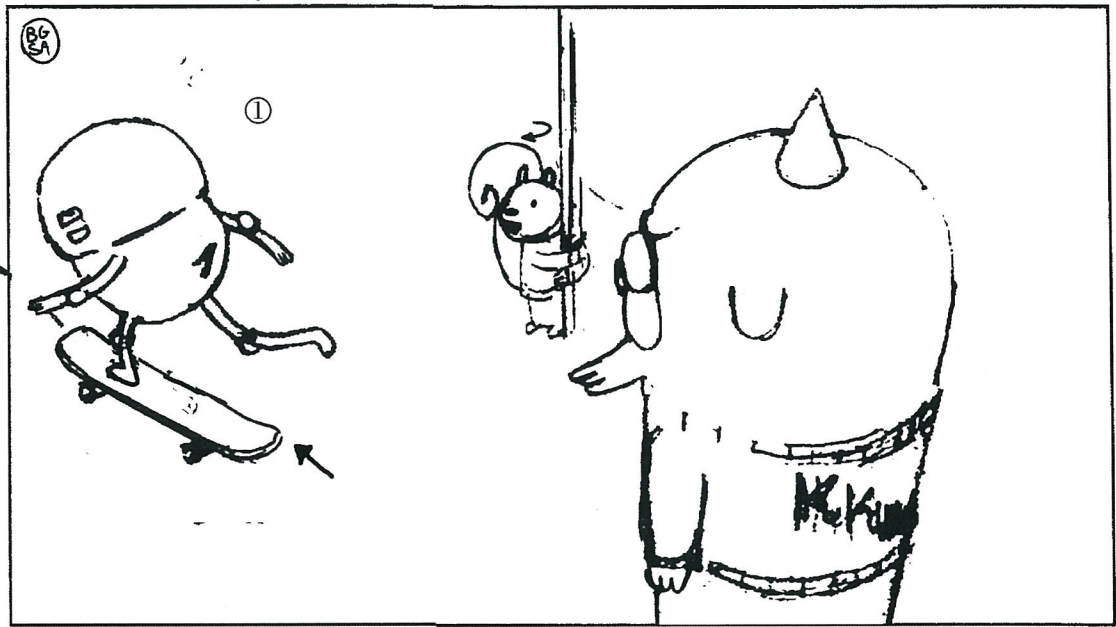
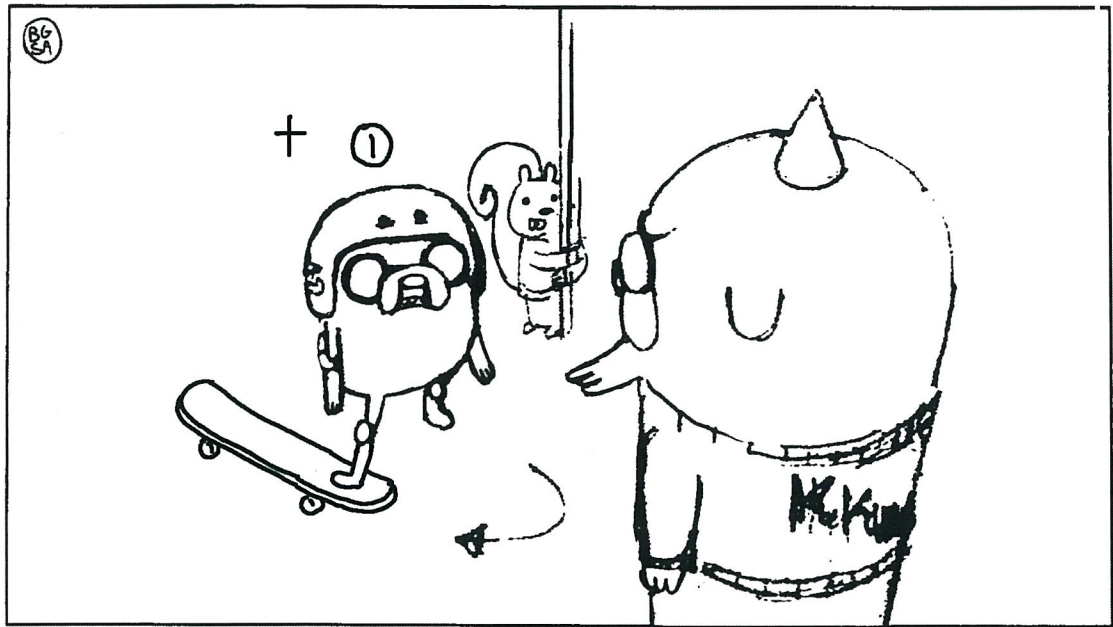
day night

Sc. 67 cont

Pnl. C

Bg.

day night



Dialog:	⑤ -- WORRY, SON --				⑥ I WON'T REST UNTIL --	
Action:	②				④	
Timing:	③				⑦	

②

③

④

⑦

TURNS, AND SKATES OFF/S

MAR 16 2016

EPISODE #

1042 245

Production :

1042-245

1042 245

ADVENTURE TIME



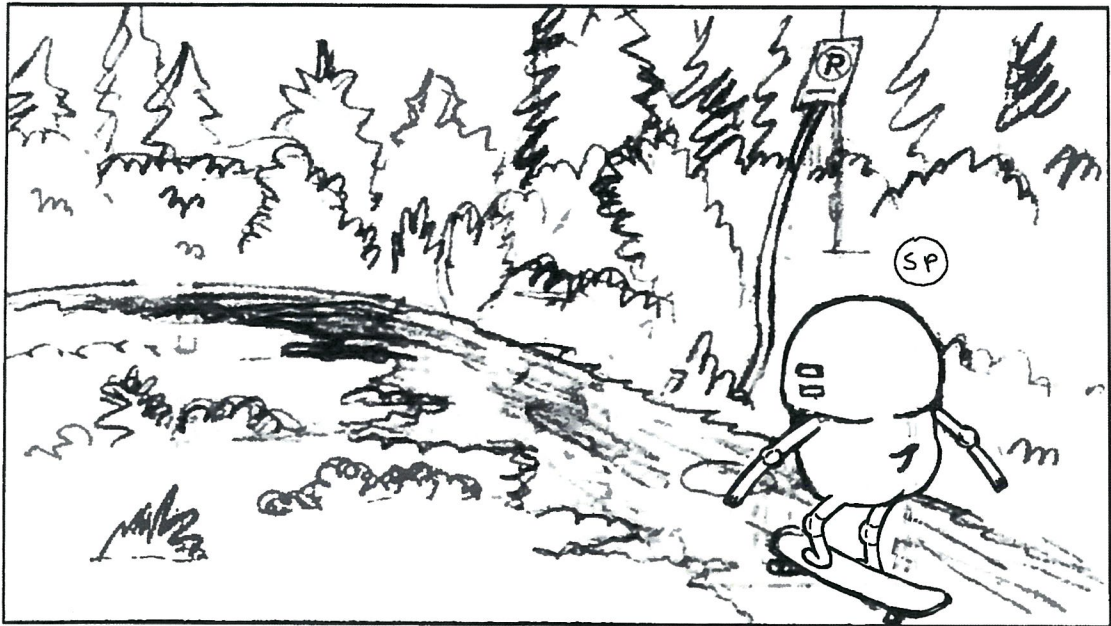
Page 146

Sc. 68

Pnl. A

Bg.

day night

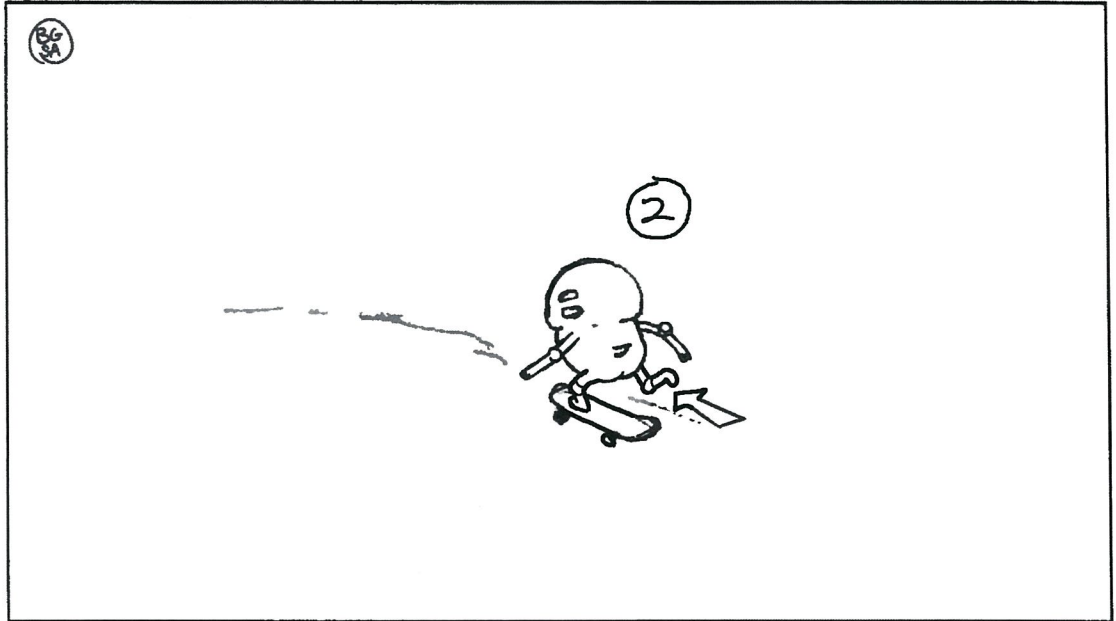


Sc. 68 *cont*

Pnl. B

Bg.

day night



Dialog:

J = -- BRONWYN REALIZES --

J = -- HOW COOL I AM!

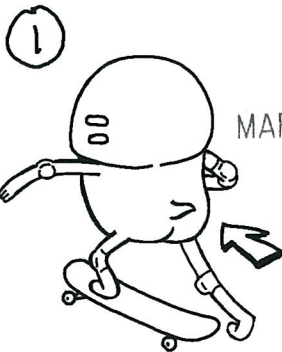
Action:

JAKE SKATES AWAY, ON A NARROW BIT OF OVERGROWN SIDEWALK.

- JAKE ROLLS FORWARD AT A SMOOTH, CONSISTANT PACE. NO JERKY MOVEMENTS.

Timing:

NOTE: NO HOLD ON THIS PSE. (SP) ONLY



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EPISODE #

Production :

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ADVENTURE TIME

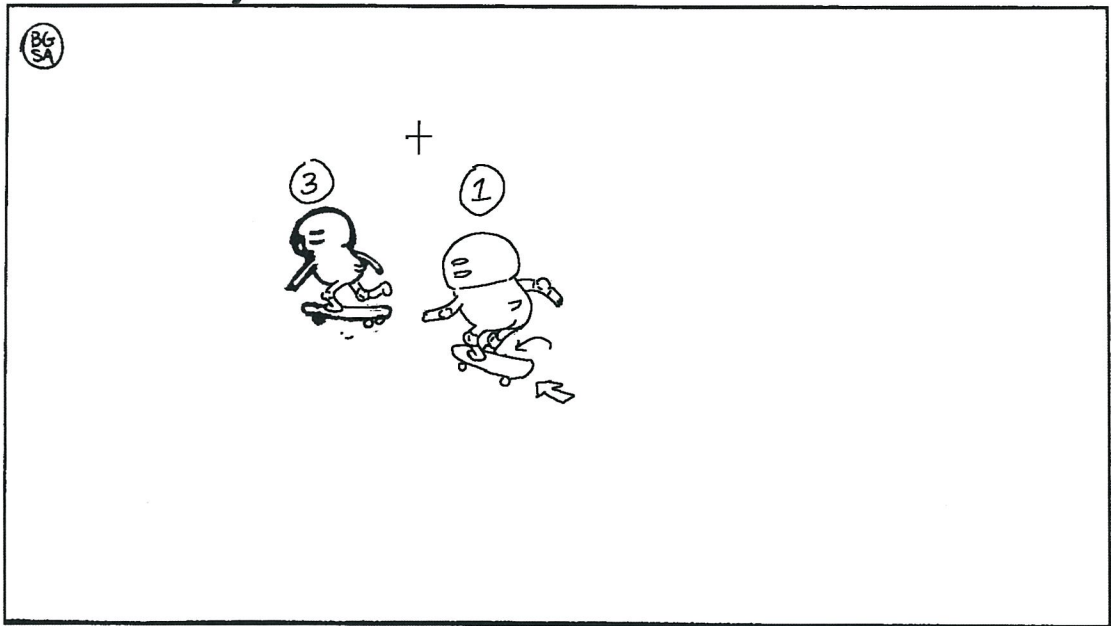


Sc. 68 *cont*

Pnl. C

Bg.

day night



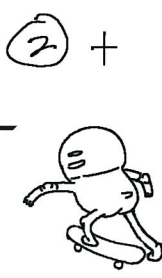
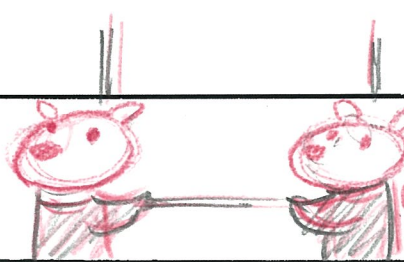

Sc. 69

Pnl. A

Bg.

day night



Dialog:	<u>KKW</u> : BUT WHAT ABOUT ? - - -	
Action:		
Timing:		

MAR 16 2016

AI

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Production :

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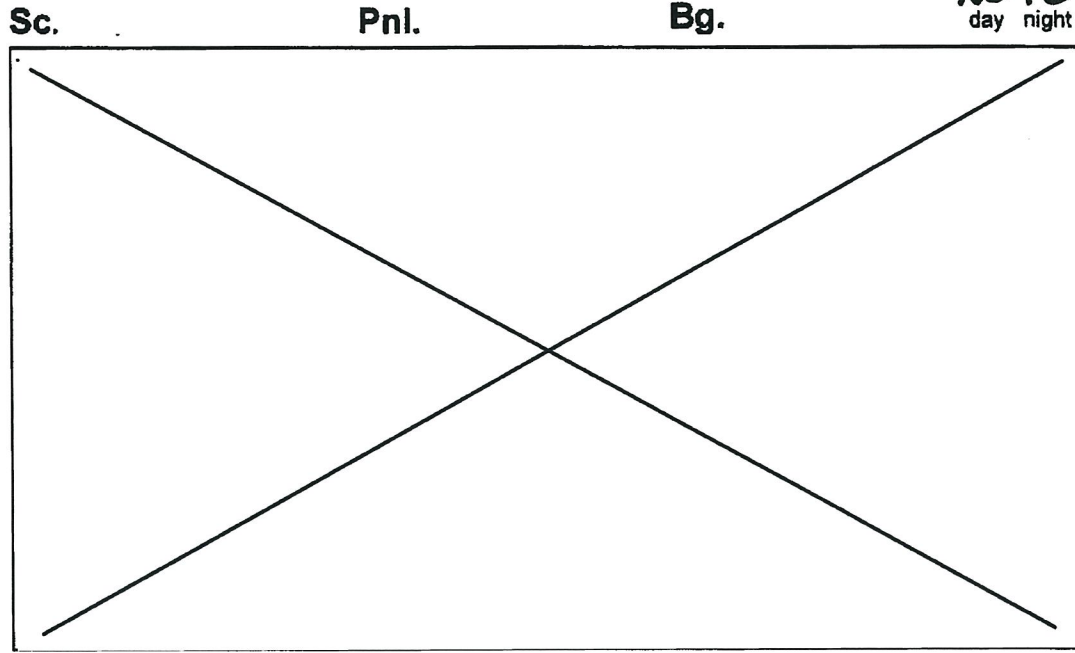
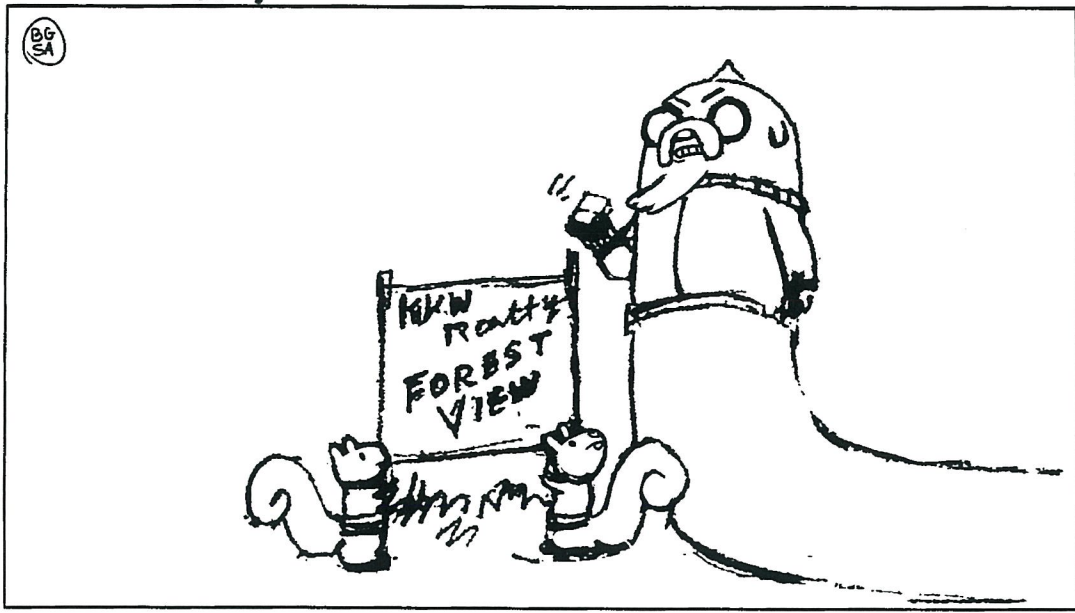
1042 245

ADVENTURE TIME



Page 148
NO PG 149
day night

Sc. 69 *cont* Pnl. B Bg. day night



Dialog:	<u>KKW</u> = <u>GRRR!</u> <u>DAAAD.</u>
Action:	- KKW SHAKES BRICK MENACINGLY.
Timing:	

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Production :

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1042 245

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ADVENTURE TIME



Page 150

Sc. 70

Pnl. A

Bg.

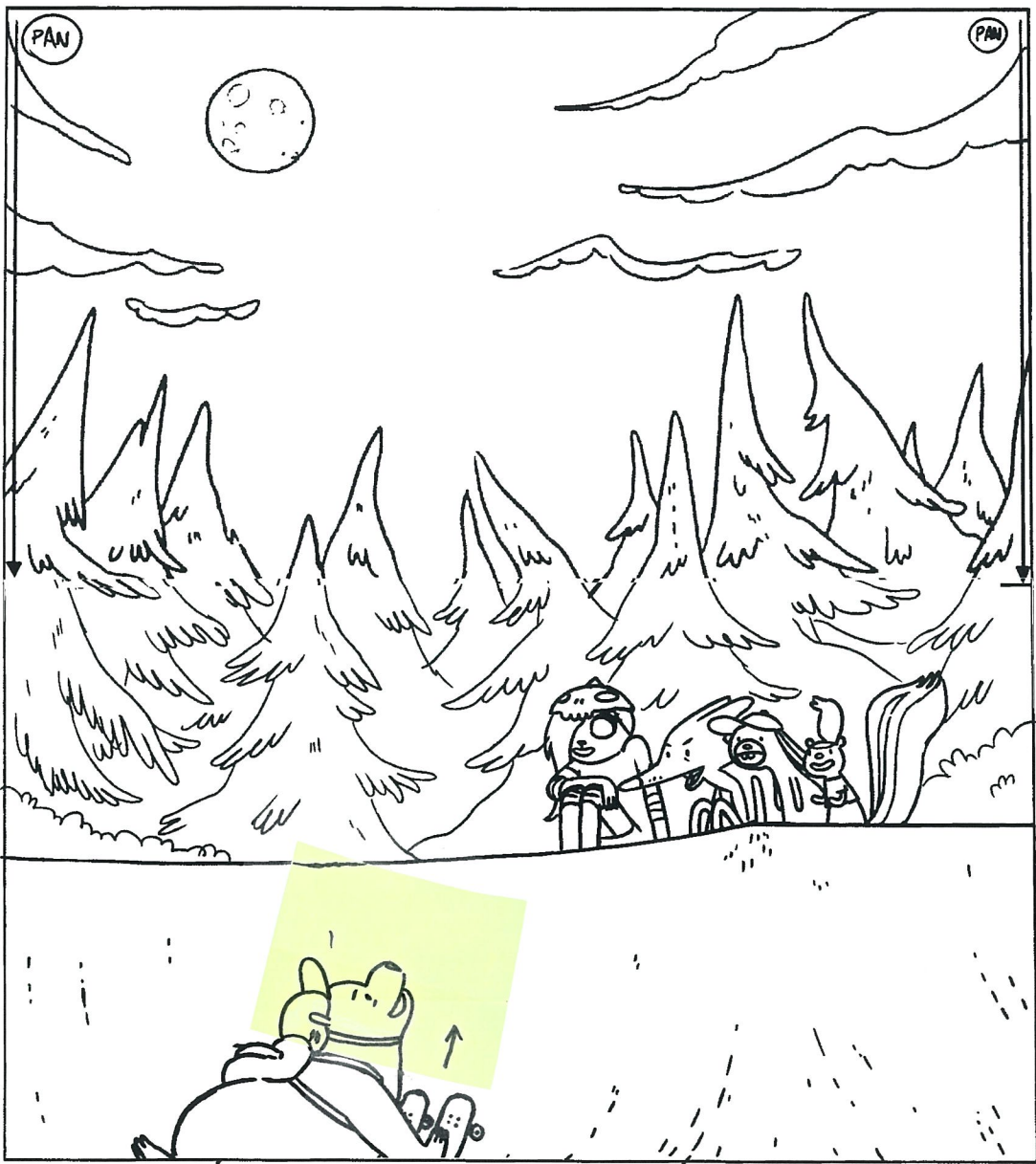
day night

Sc.

Pnl.

Bg.

day night



BEAR: (o.s.) I GOT DIS! I GOT DIS!!

(GANG) YA WOO!

CAMERA PANS DOWN TO TEENS
ON RAMP.

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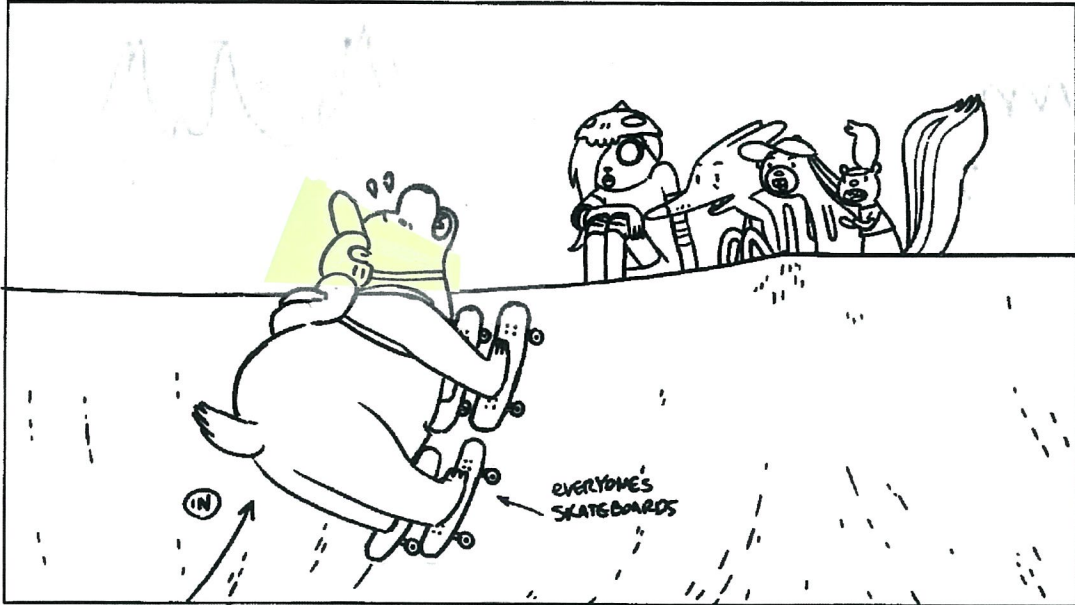
1042 245

ADVENTURE TIME



Page 151

Sc. 70 *cont* Pnl. B Bg. day night



Dialog:

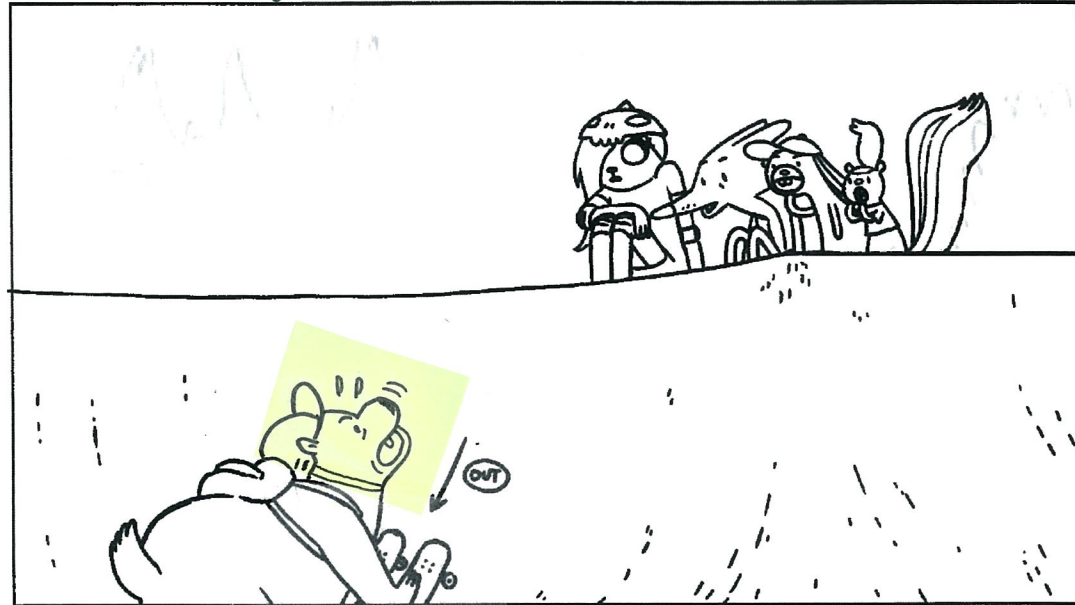
Ⓑ AAAAAA!

Action:

(TEEN BEAR ROLLS UP RAMP,
BUT COMES UP SHORT OF TOP)

Timing:

Sc. 70 *cont* Pnl. C Bg. day night



Ⓑ OH GLOB!! I DON'T!

Ⓑ ROLLS BACK DOWN + OUT.

MAR 16 2016

EPISODE #

1042-245

1042 245

Production :

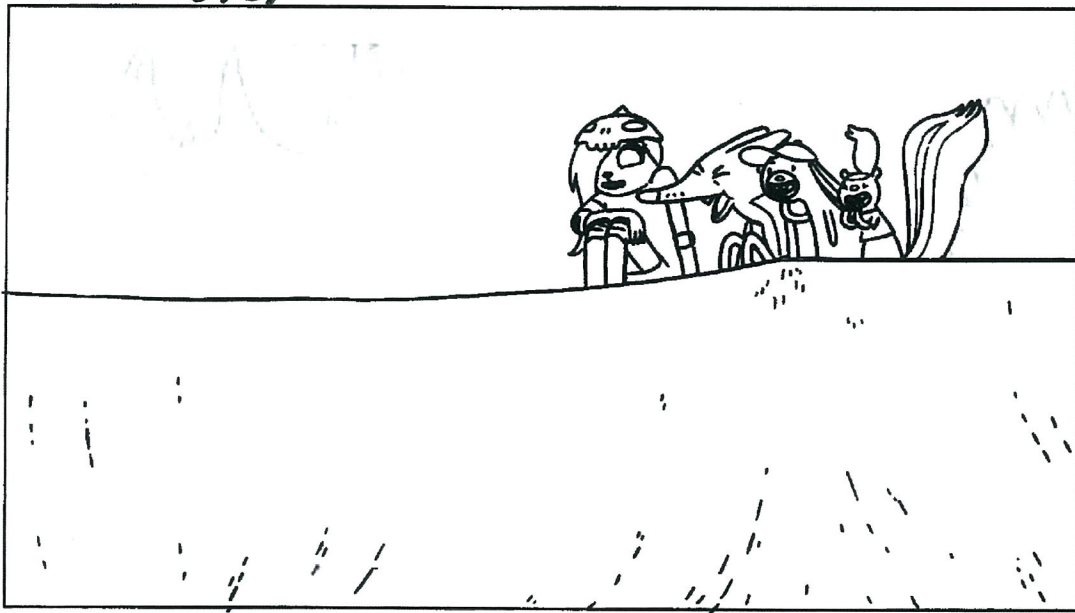
1042 245

1042 245

ADVENTURE TIME

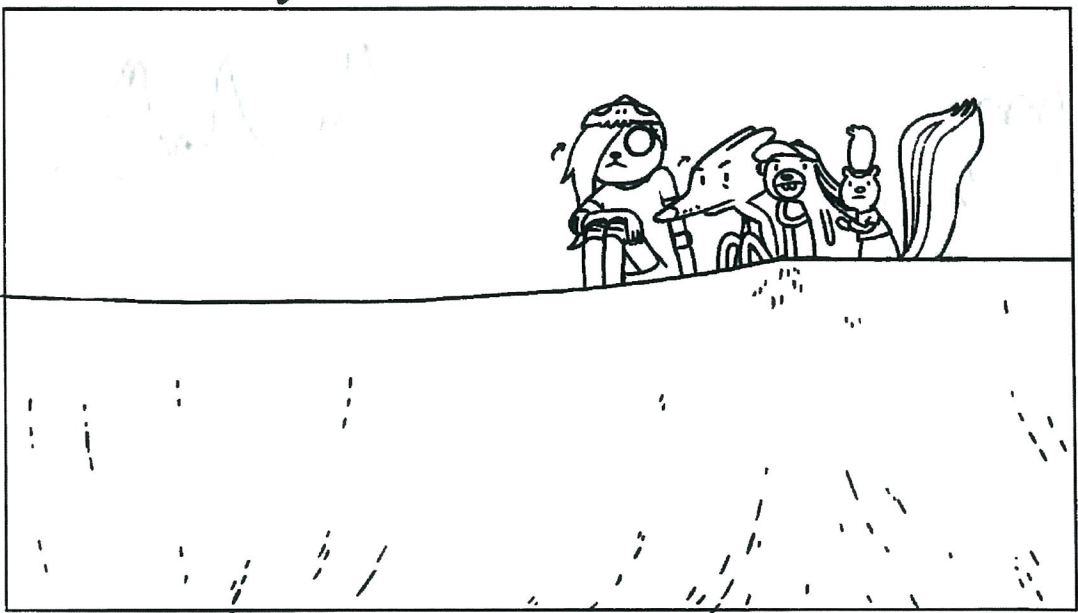


Sc. 70 *cont* Pnl. D Bg. day night



Dialog:	(GANG) [LAUGHING]	③ (os.) FELLOW DUDES!
Action:	- TEEN ANIMALS LOOK UP.	
Timing:	MAR 16 2016	

Sc. 70 *cont* Pnl. E Bg. day night



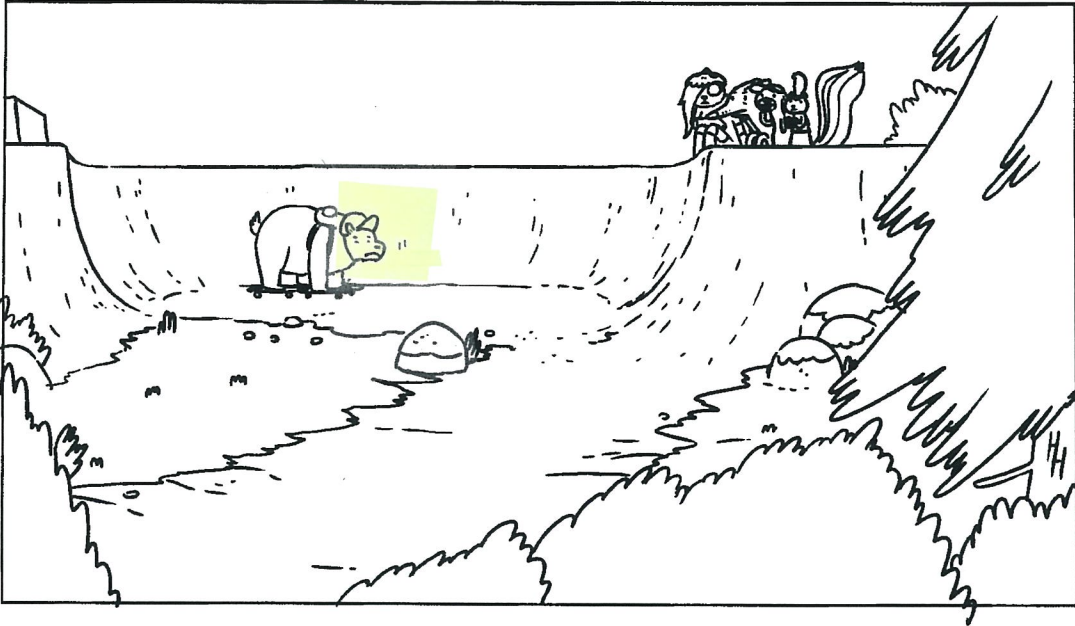
1042-245
EPISODE #
1042 245
Production :

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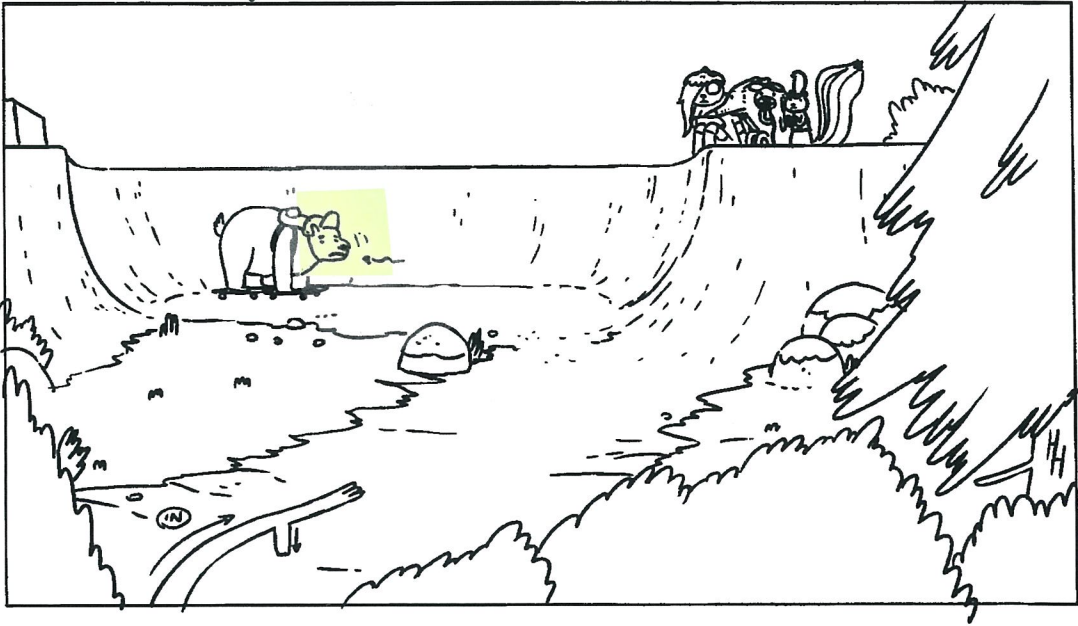
ADVENTURE TIME



Sc. 71 Pnl. A Bg. day night



Sc. 71 *cont* Pnl. B Bg. day night



Dialog:	
Action:	- BEAR ROLLS BACKWARDS. JAKE'S ARM COMES IN MAKING A RAIL MAR 16 2016
Timing:	

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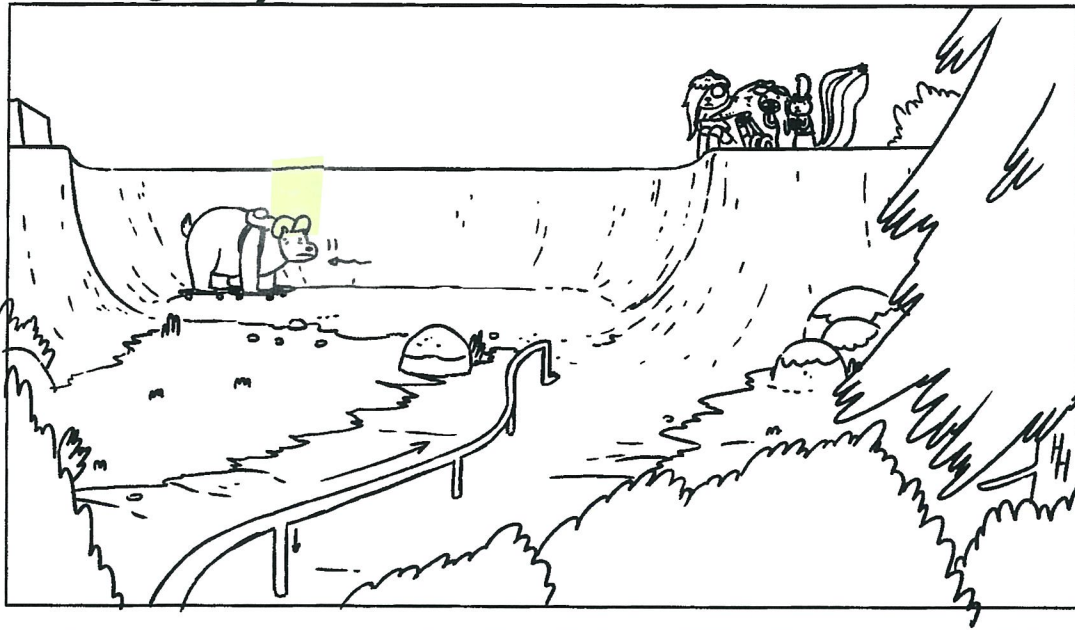
1042 245

1042 245

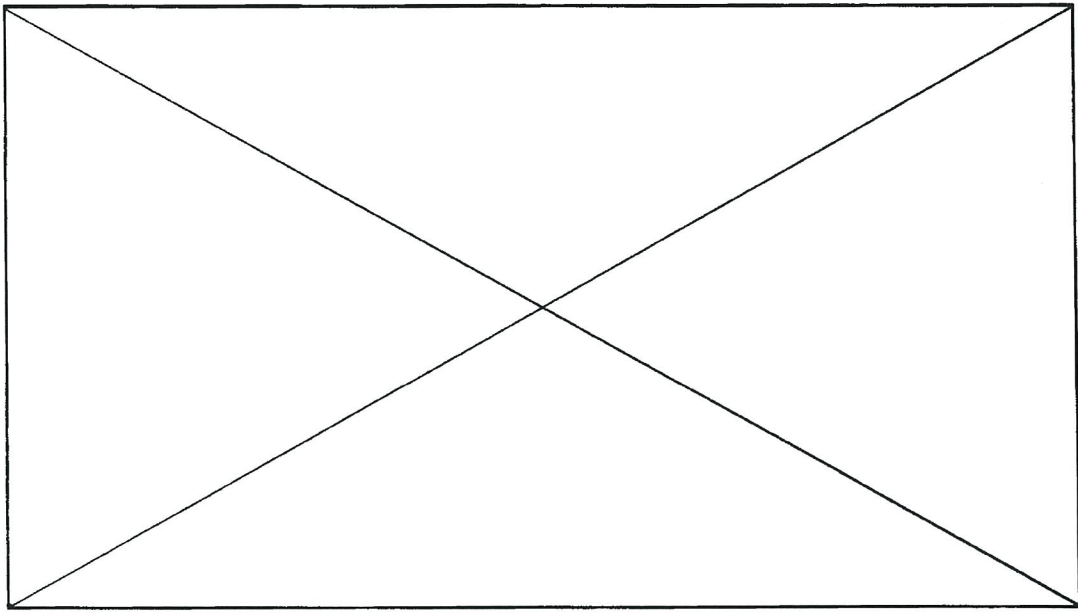
ADVENTURE TIME



Sc. 71 *cont* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<u>FOX!</u> OLD CHEESEBALLS IS BACK.
Action:	
Timing:	MAR 16 2016

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Production :

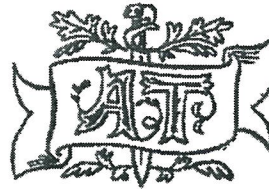
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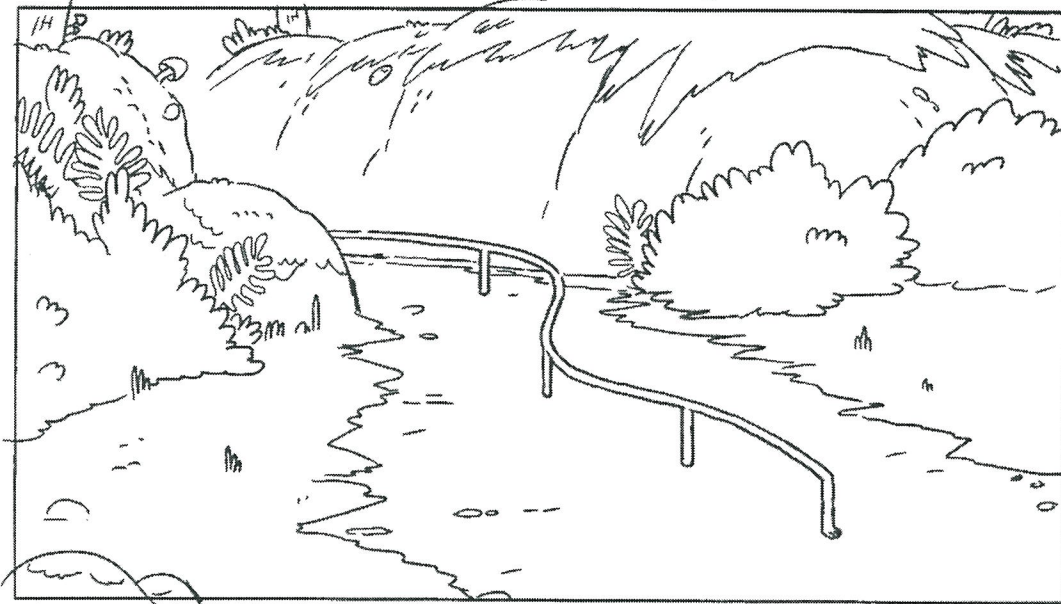
1042 245

ADVENTURE TIME

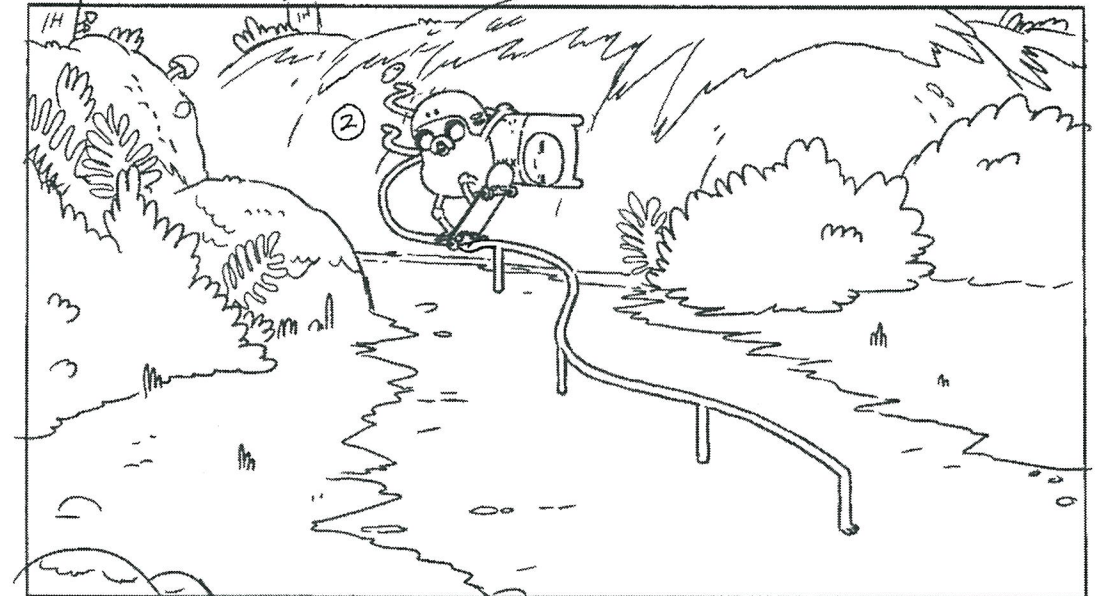


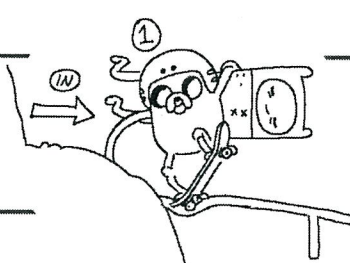
Page 154A

Sc. 72 Pnl. A Bg. day night



Sc. 72 cont Pnl. B Bg. day night



Dialog:	
Action:	 <p>① GRINDS IN FROM BEHIND ROCK ON SKATEBOARD, WITH SLEEPING FINN UNDER ARM.</p> <p>MAR 16 2016</p>
Timing:	<p>NOTE: JAKE KEEPS STEADY/CONSISTANT FORWARD MOMENTUM ACROSS 'ARM RAIL'.</p>

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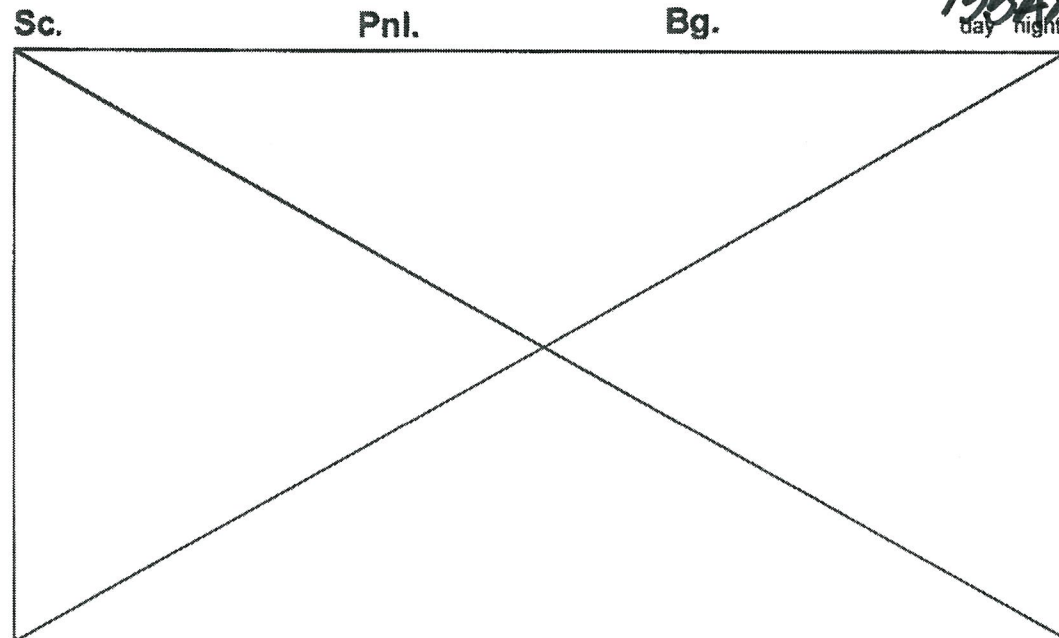
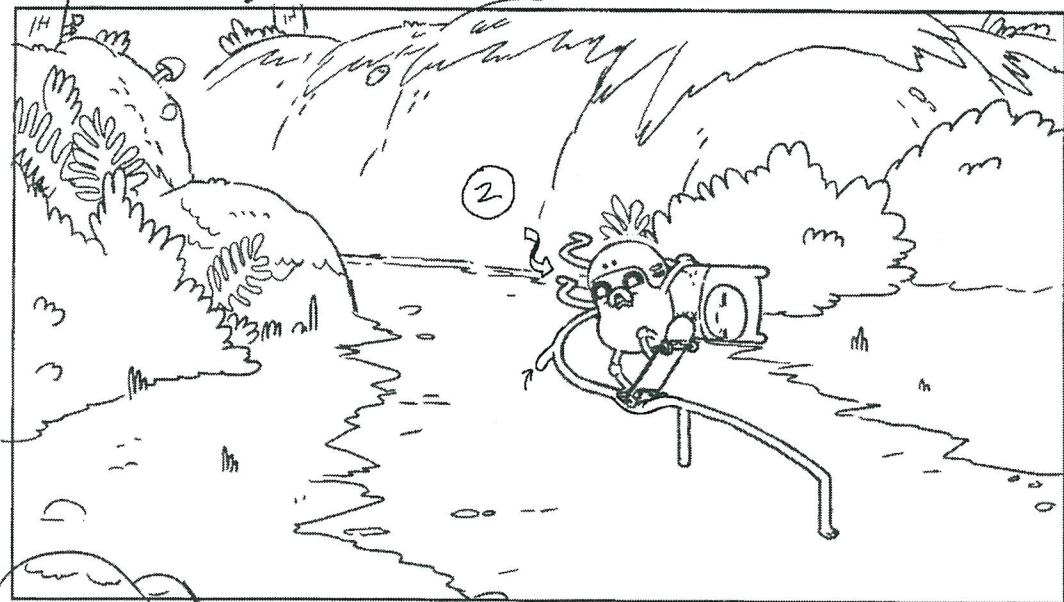
ADVENTURE TIME



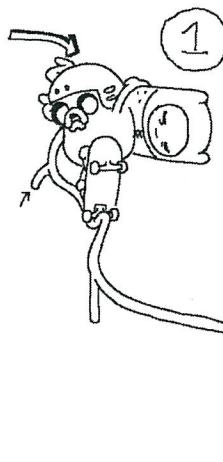
Page 155

155A NEXT
day night

Sc. 72 *CONT* Pnl. C Bg. day night



Dialog:	(QUIET) ⑤ OW OW OW OW OW OW OW!!
Action:	⑤ GRINDS OWN 'ARM RAIL', RETRACTING IT AS HE CLEARS IT. "5-0 GRIND"
Timing:	



MAR 16 2016

Production :

EPISODE #

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ADVENTURE TIME



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day night

Sc. 72 *cont* Pnl. D

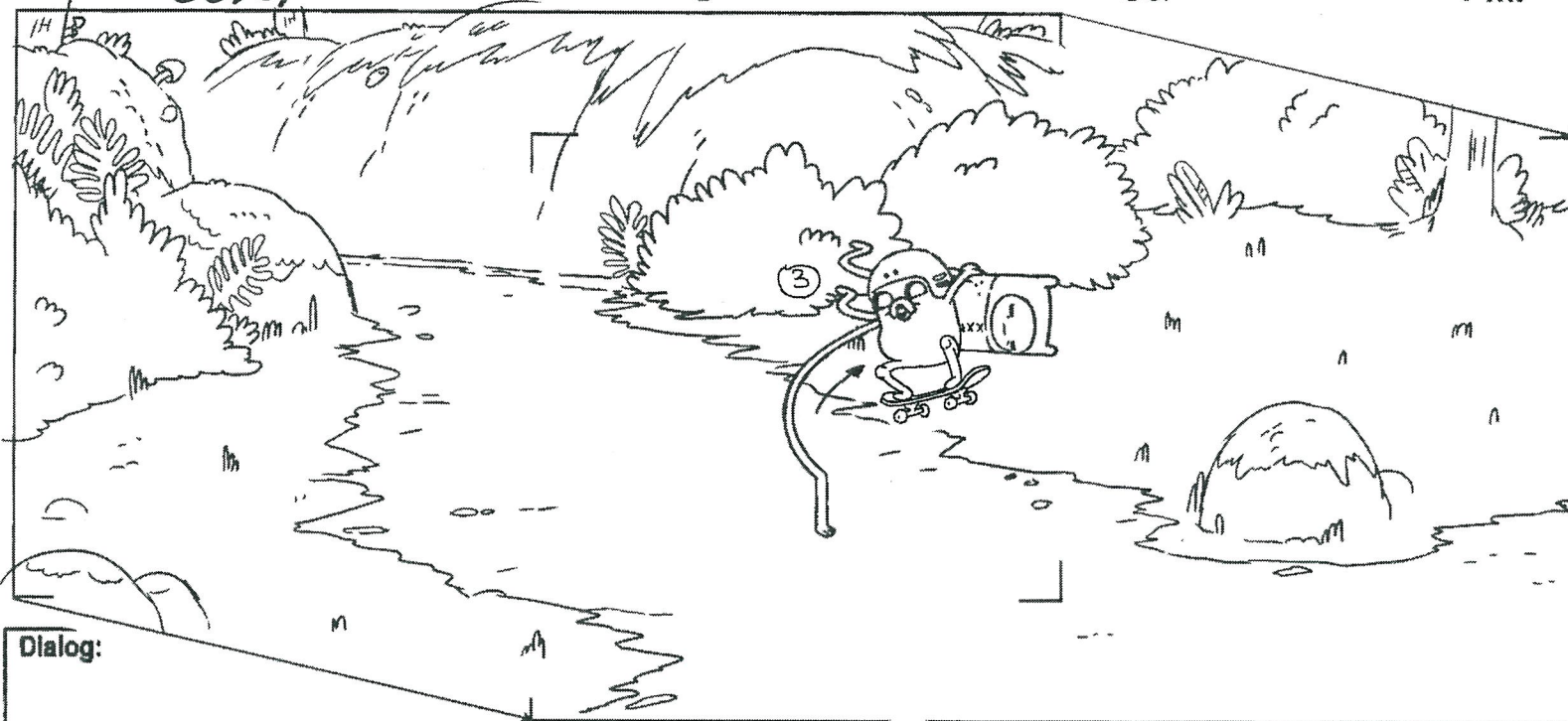
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

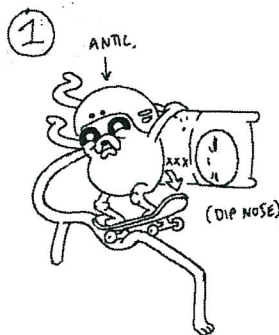
③ GRINDS OWN 'ARM RAIL', RETRACTING IT AS HE CLEARS IT.

"5-0 GRIND"

Timing:

③ CHECK IT OUT, KIDZ --

CAMERA PANS WITH JAKE'S DISMOUNT



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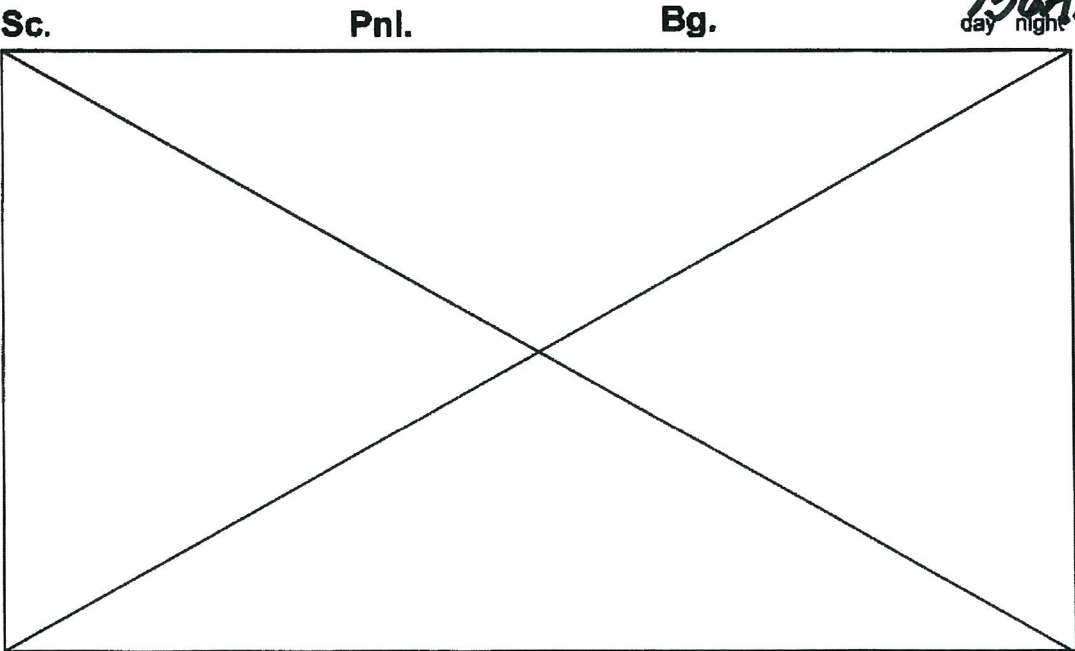
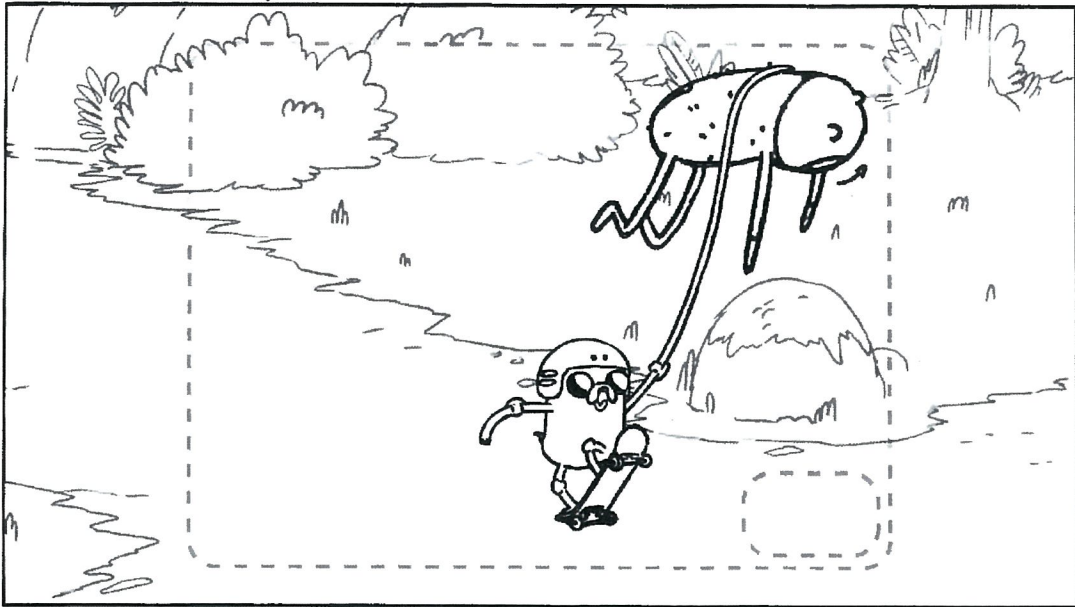
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ADVENTURE TIME



Sc. 72 *cont* Pnl. E Bg. day night



Dialog:	① I BROUGHT MY ROOMMATE... -
Action:	MAR 16 2016
Timing:	

EPISODE # 1042-245

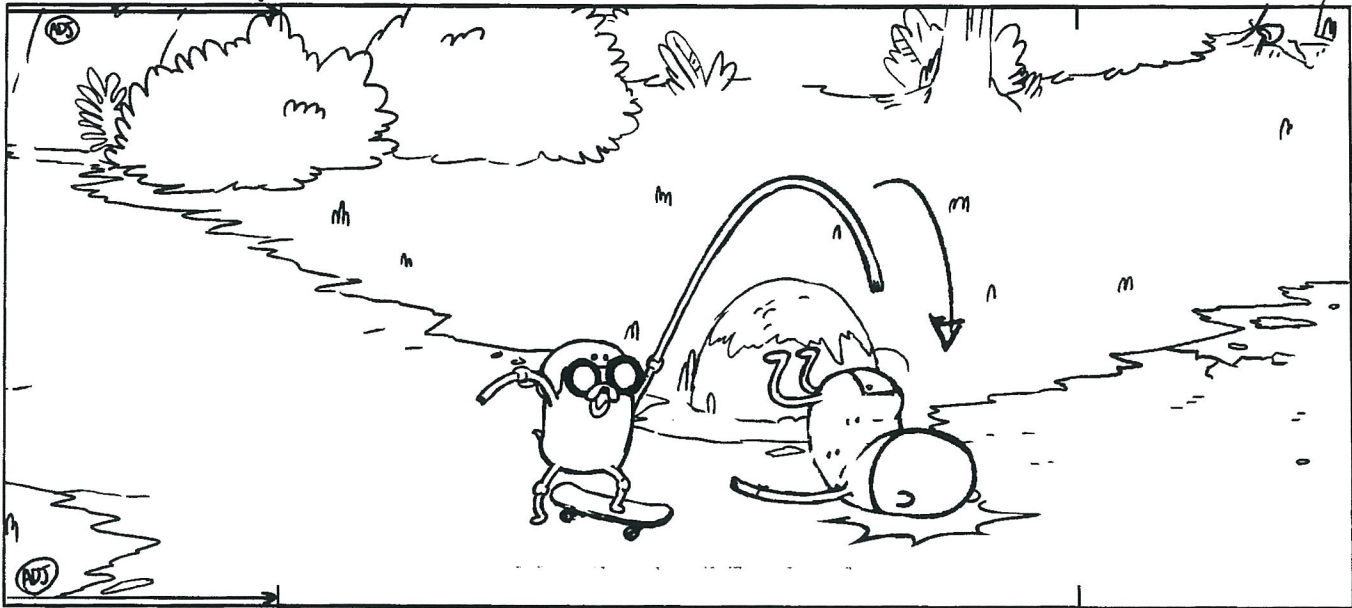
Production :

ADVENTURE TIME



Page 156A
157 NEXT

Sc. 72 *cont* Pnl. F Bg. day night



Dialog:	(J) HE'S SEVENTEEN! SFX: *WHUMP *
Action:	(PAN) WITH FNN BEING SLAMMED MAR 18 2016
Timing:	

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1042 245

Production :

1042 245

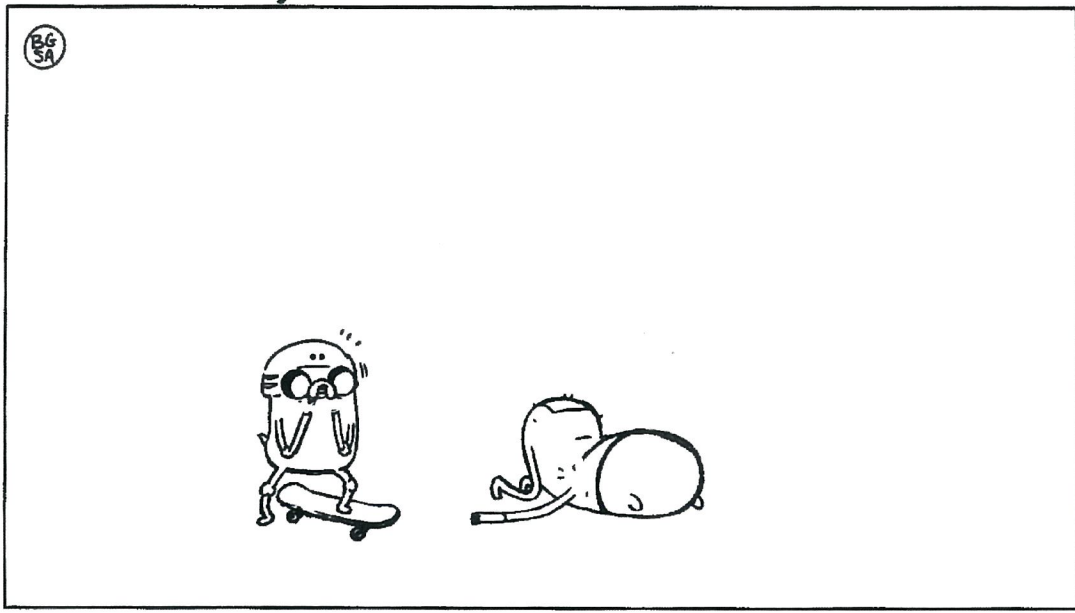
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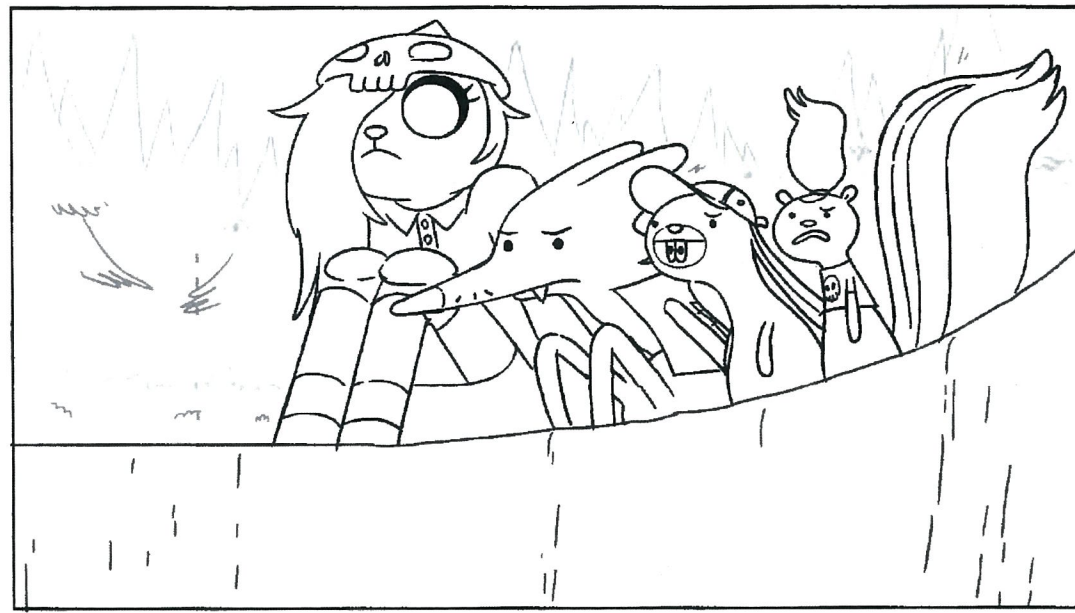
ADVENTURE TIME



Sc. 72 *cont* Pnl. G Bg. day night



Sc. 73 Pnl. A Bg. day night



Dialog:	(F) [zzzz] J: OH...	SKUNK: THAT'S SO OLD!
Action:	MAR 16 2016	
Timing:		

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Production :

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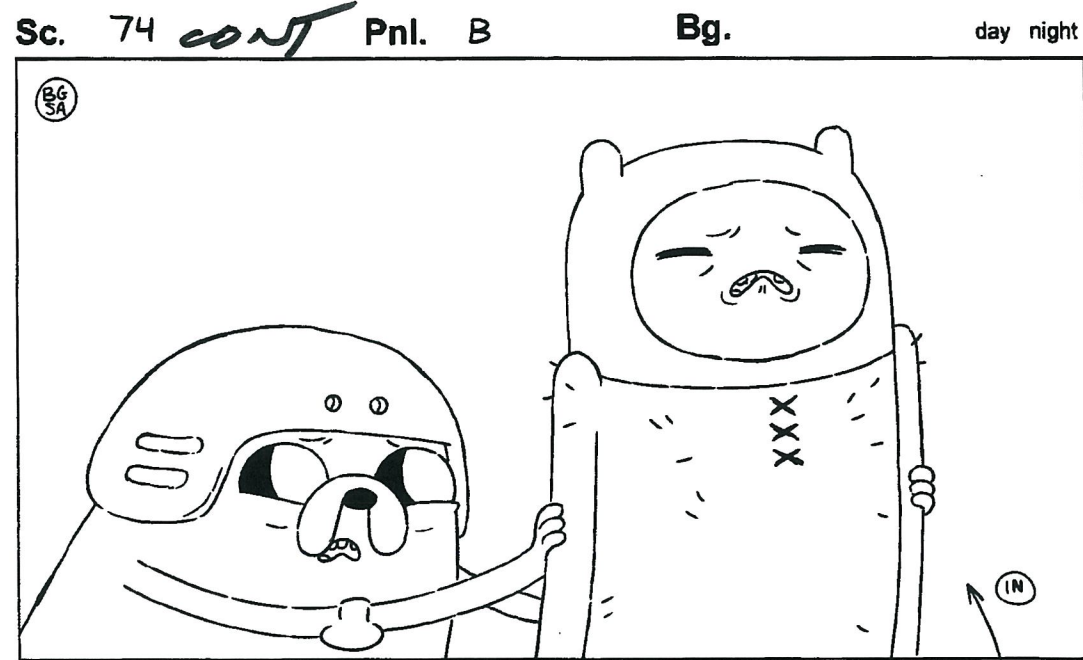
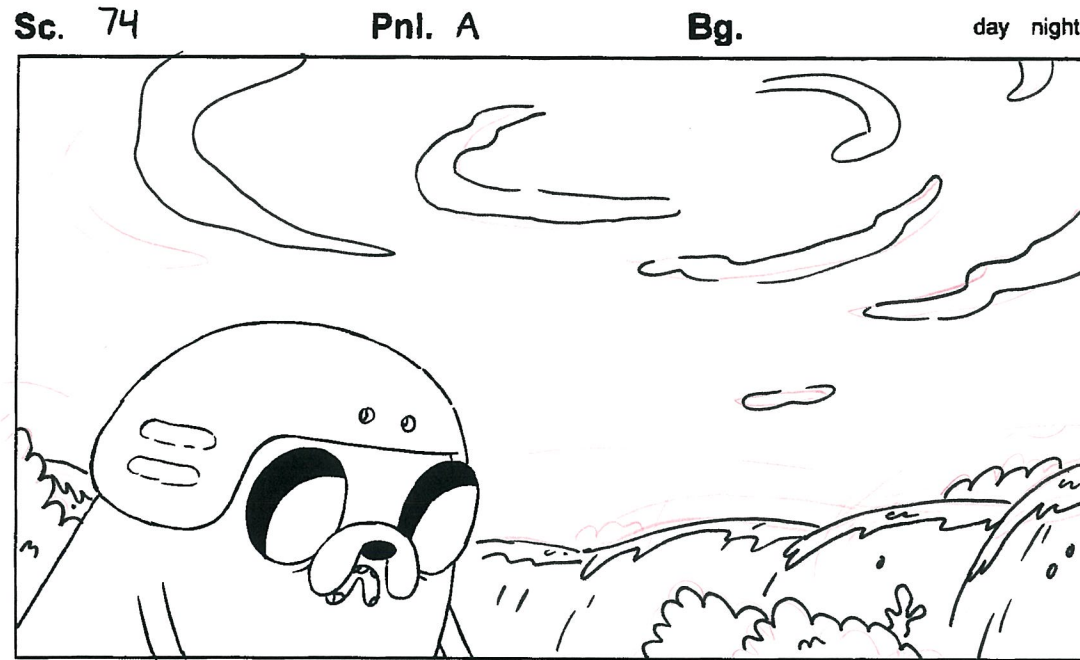
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ADVENTURE TIME



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Dialog:	③ DO SOMETHING COOL ④ WHH? (GROGGY)
Action:	⑤ PULLS/PICKS UP FINN. MAR 16 2016
Timing:	

EPISODE # 1042-245

Production :

1042 245

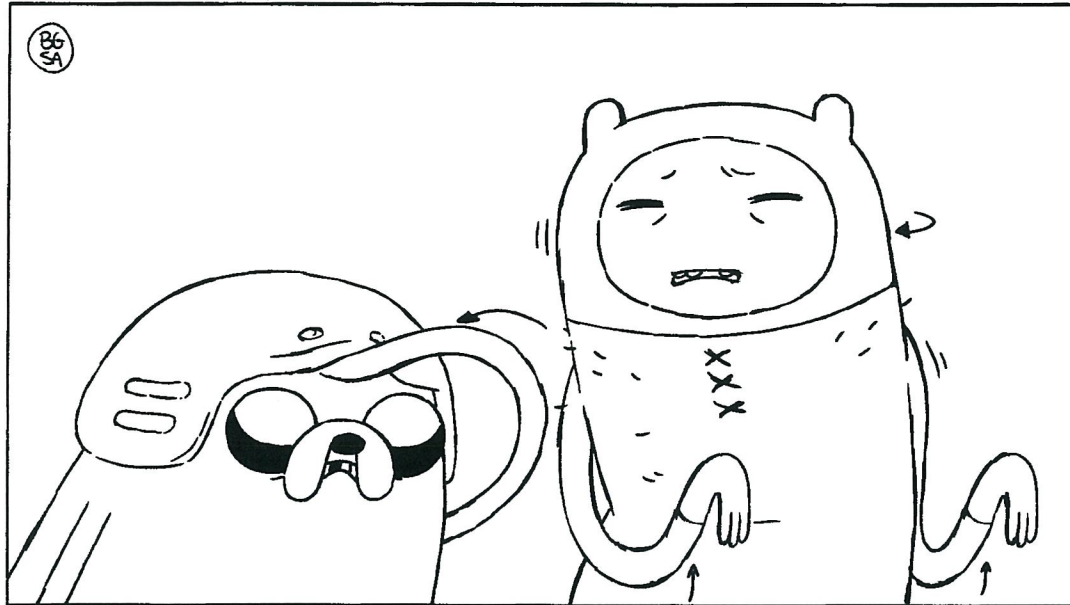
1042 245

ADVENTURE TIME

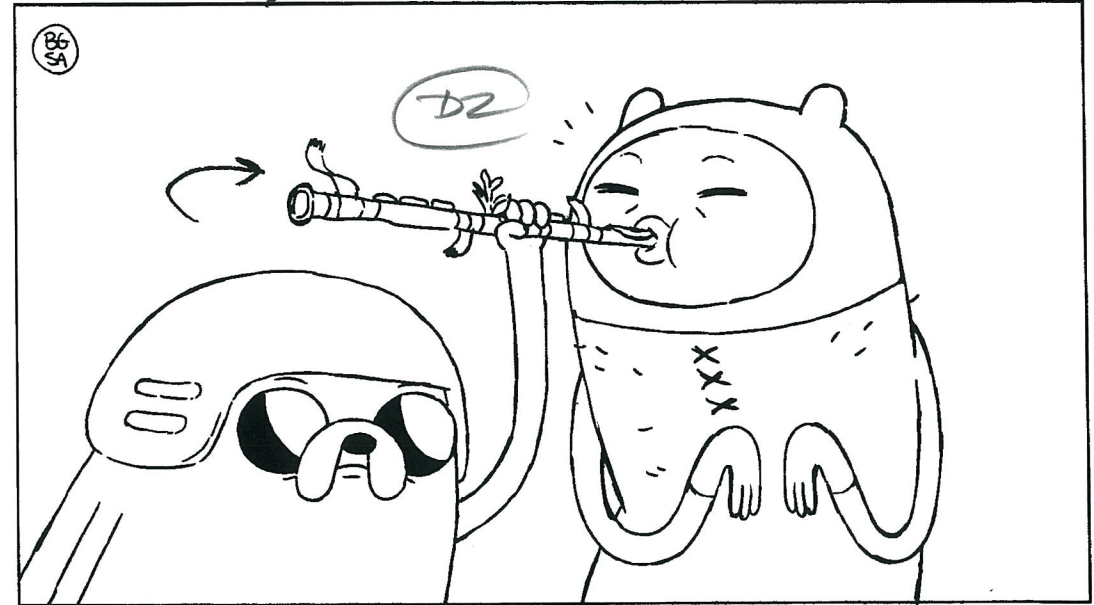


Page 159

Sc. 74 *cont* Pnl. C Bg. day night



Sc. 74 *cont* Pnl. D Bg. day night



Dialog:

③ (QUICKLY) HERE, PLAY YOUR FLUTE. KIDS LOVE FLUTE.

④ EH?

SFX: * THOOMP! *

Action:

③ REACHES UNDER FLESH HELMET
FINN WOBBLES SLEEPILY

③ PULLS OUT FINN'S FLUTE AND JAMS IT IN
④'S MOUTH

Timing:

MAR 18 2016

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Production :

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ADVENTURE TIME



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Sc. 75

Pnl. A

Bg.

day night



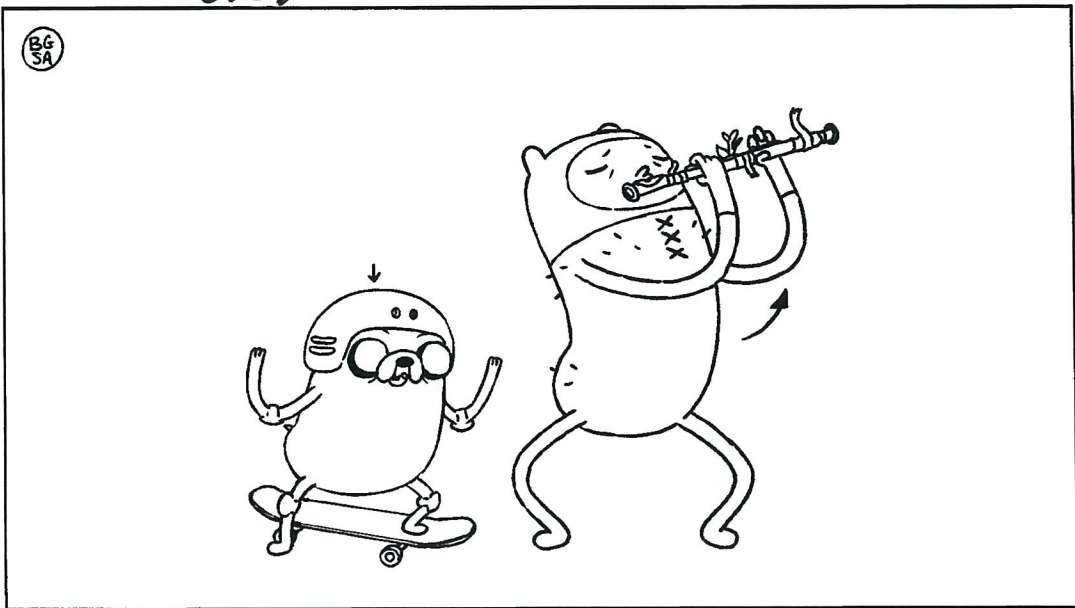
Sc. 75

CONT

Pnl. B

Bg.

day night



Dialog:

SFX: * WIND THROUGH FLUTE *

SFX: * FLUTE *

Action:

- FINN STANDS FOR A MOMENT, SORTA PROCESSING SITUATION
- JAKE IS PANICKED



- FINN STARTS PLAYING FLUTE
- JAKE IS PLEASED

MAR 16 2016

Timing:

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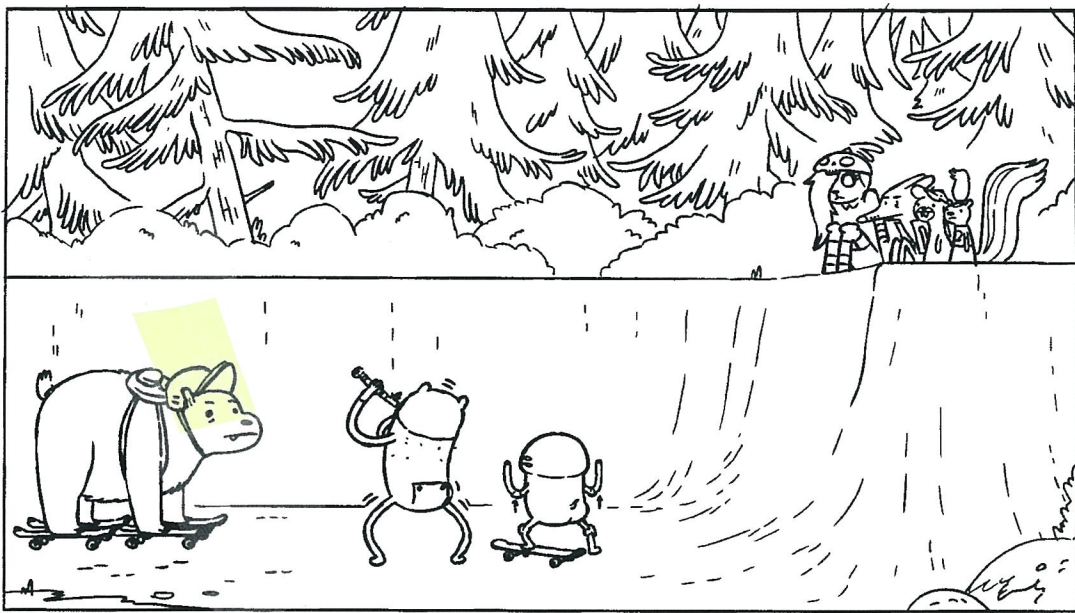
ADVENTURE TIME



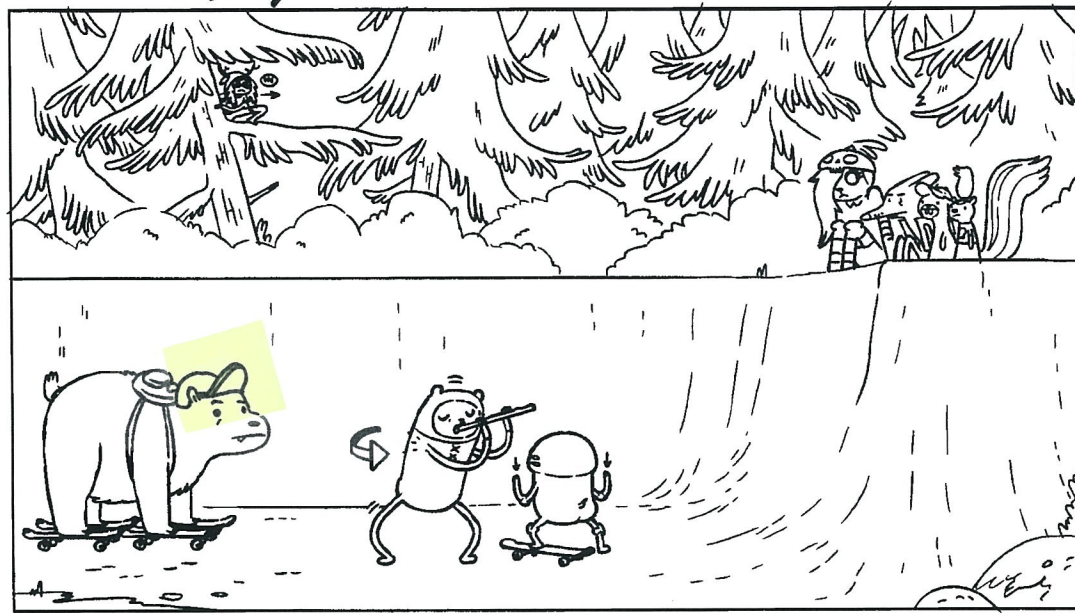
Page 161

161A NEXT

Sc. 76 Pnl. A Bg. day night



Sc. 76 cont Pnl. B Bg. day night



Dialog:	SFX: *FWTE*
Action:	- HUNTRESS WIZARD APPEARS UP IN TREE
Timing:	MAR 16 2016

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Production :

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ADVENTURE TIME



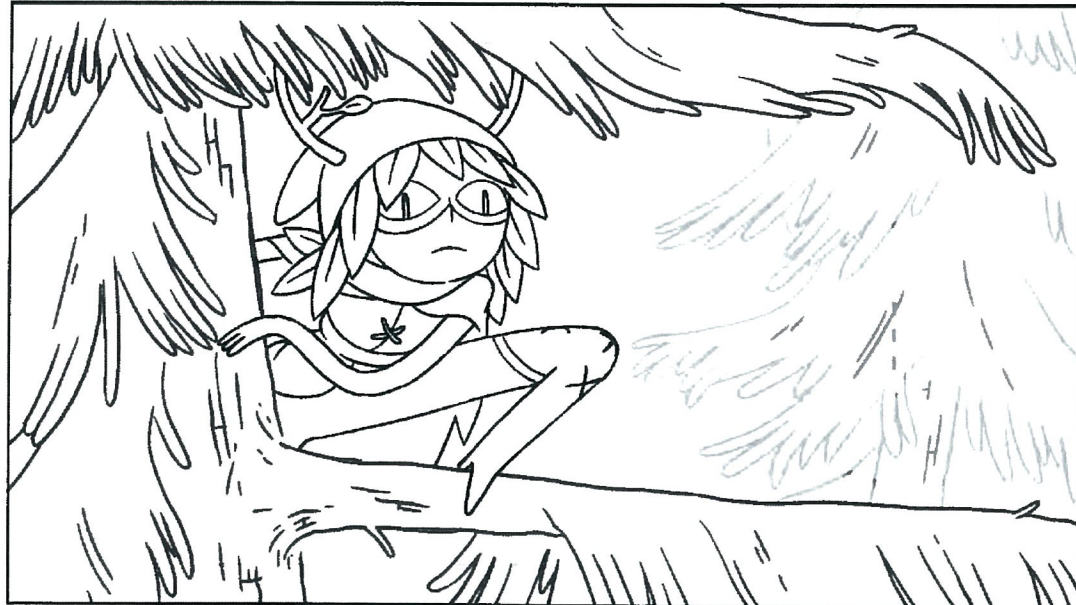
Page 161A
162 NEXT
day night

Sc. 77

Pnl. A

Bg.

day night



Sc. 77 CONT

Pnl. B

Bg.



Dialog:

SFX: *FWTE*

Action:

-HUNTRESS WIZARD EXITS

MAR 16 2016

Timing:

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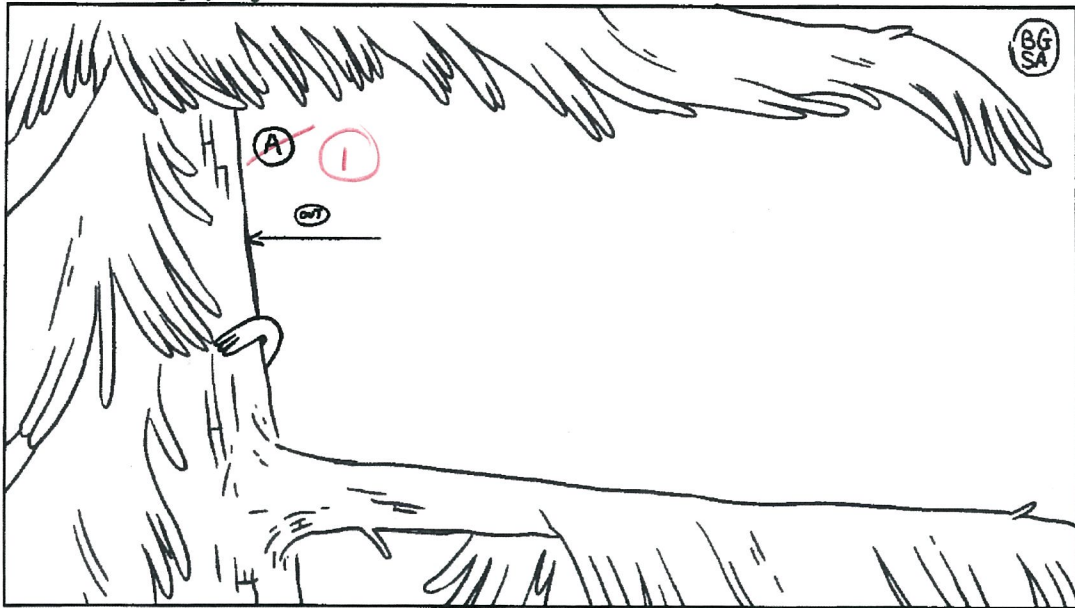
Production :

1042 245

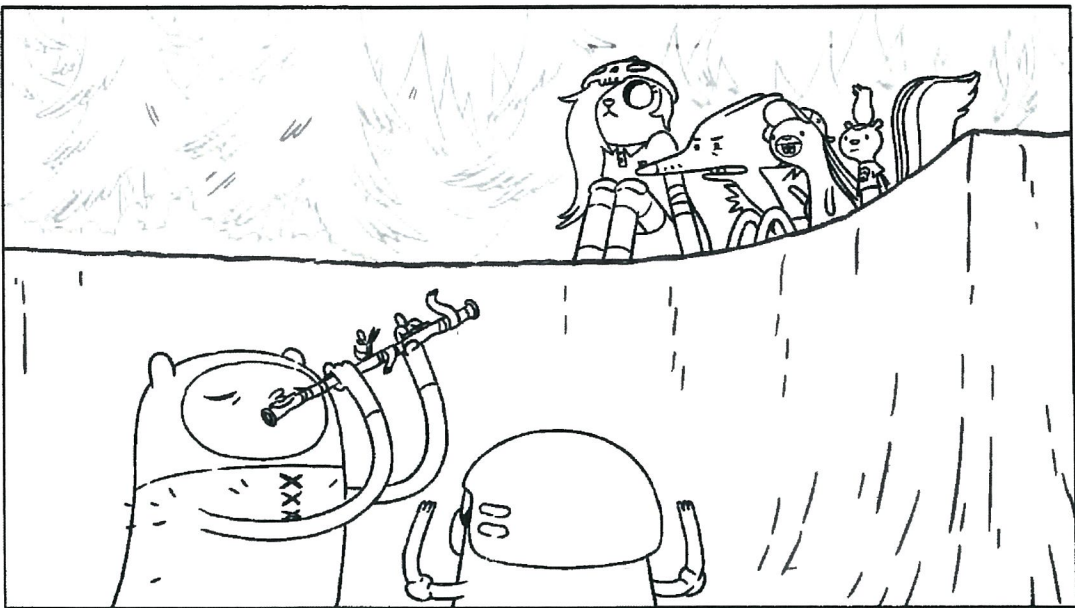
ADVENTURE TIME



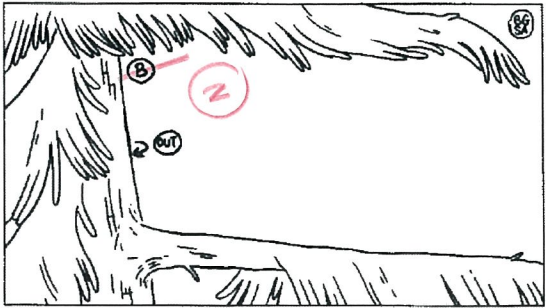
Sc. 77 *CONT* Pnl. C Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:	
SFX: *FLUTE* _____	
(FOX) UGH. IS THAT <u>SOLD</u> FLUTE?	
Action:	
Timing:	



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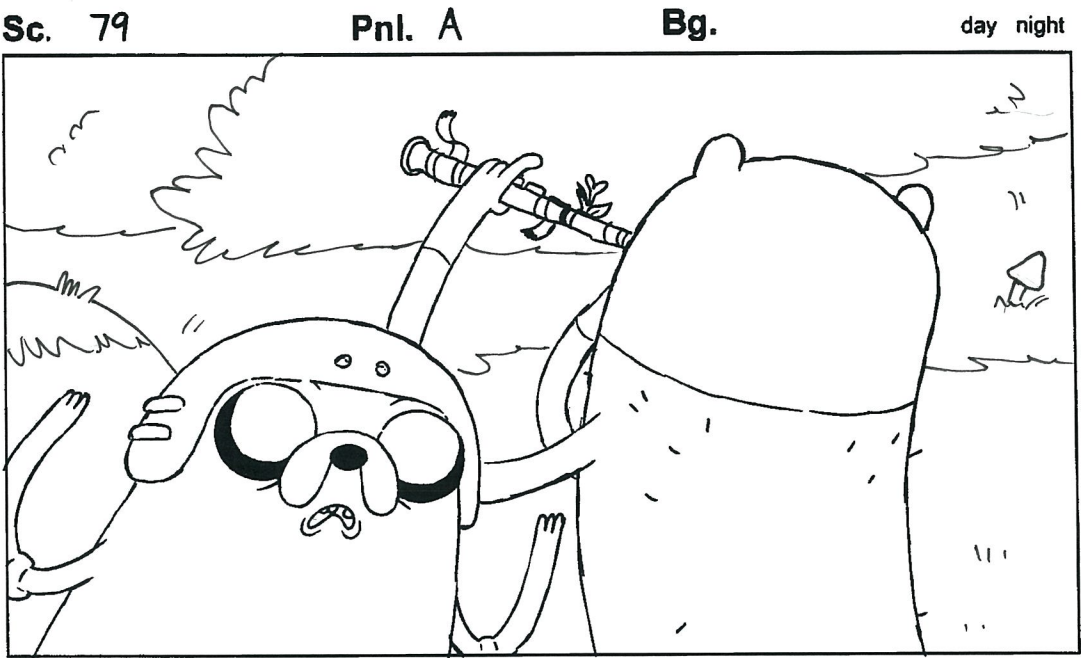
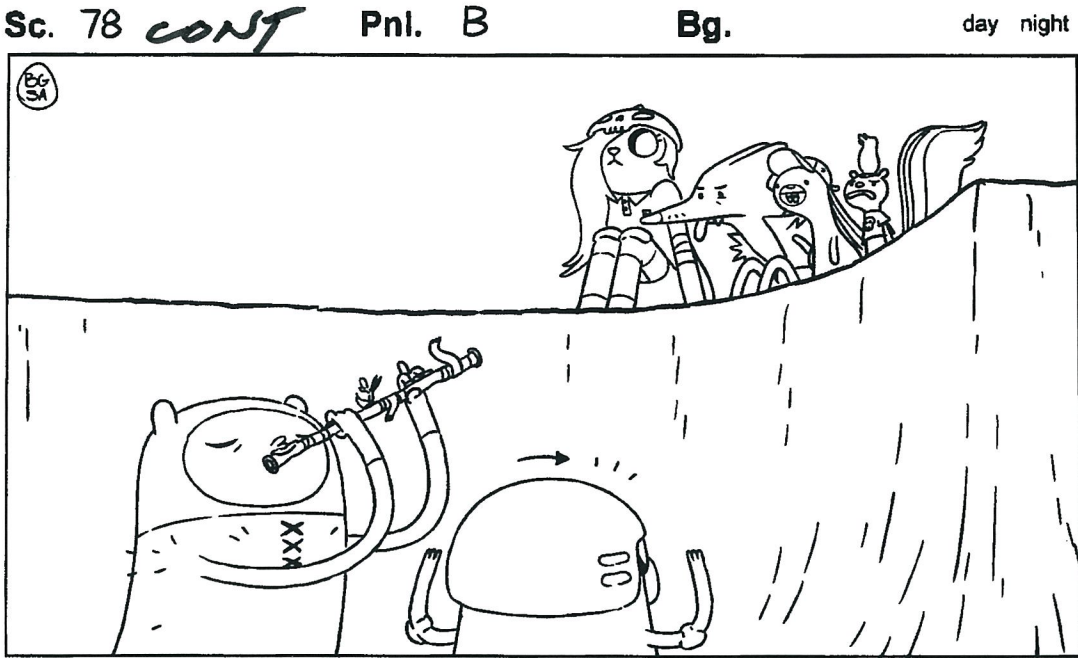
Production :

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1042 245

ADVENTURE TIME



Dialog:	<p><u>FOX</u>: YO, THAT STINKS NASTY.</p> <p><u>ANIMALS</u>: BOOO</p> <p><u>SFX</u>: [FINN CONT. FLUTE PLAYING]</p> <p>ⓐ UH-OH, KIDS HATE FLUTE!</p>
Action:	
Timing:	MAR 16 2016

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Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 79 *cont* Pnl. B Bg. day night

Dialog:	<p>① J: <u>BUT</u> ... THEY LOVE MASH-UPS... [FINN CONT. FLUTE PLAYING]</p>
Action:	<p>② ③</p>
Timing:	<p>MAR 16 2016</p>

EPISODE # 1042-245

Production :

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ADVENTURE TIME

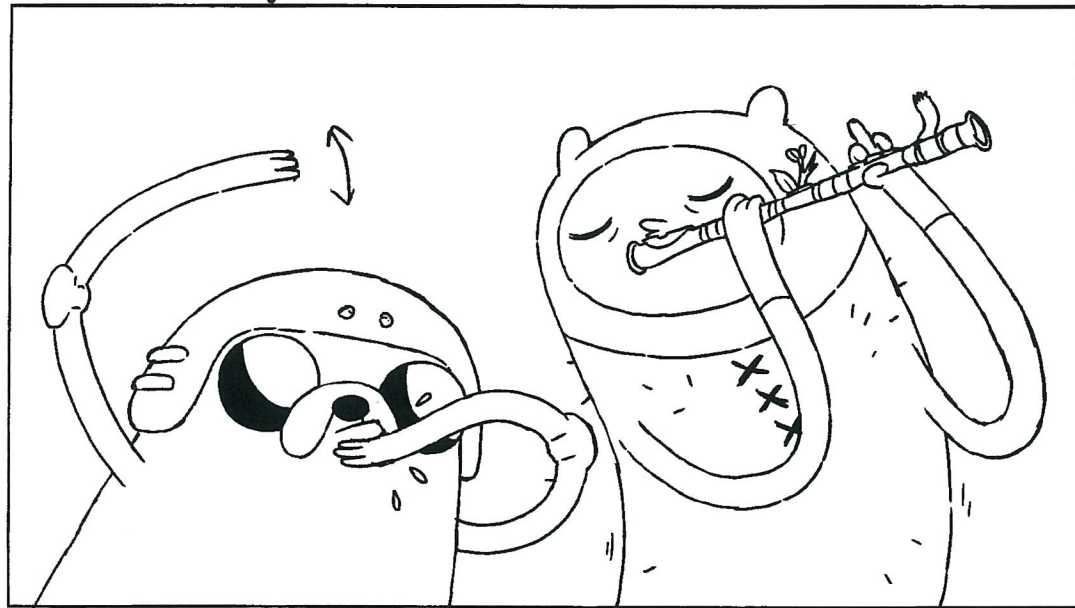


Page 164

Sc. 79 *CONT* Pnl. C

Bg.

day night



Sc. 80

Pnl. A

Bg.

day night



Dialog:

① [BEATBOXING]

SFX: *FLUTE*

Fox: WHOA...

Action:

- JAKE STARTS BEATBOXING WITH FINN'S FLUTE PLAYING.

MAR 1 & 2016

Timing:

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1042 245

Production :

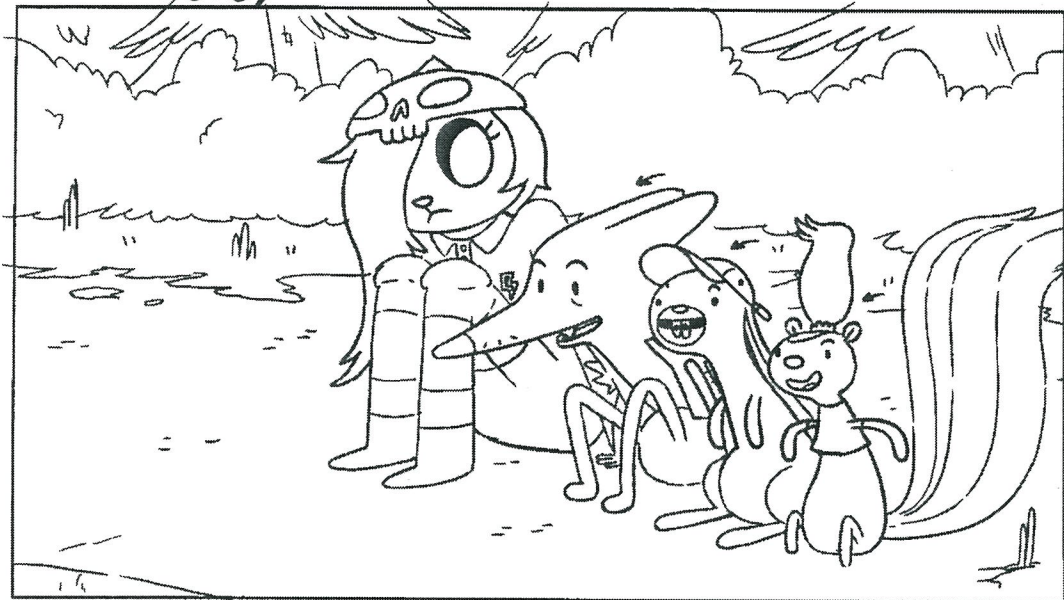
1042 245

ADVENTURE TIME

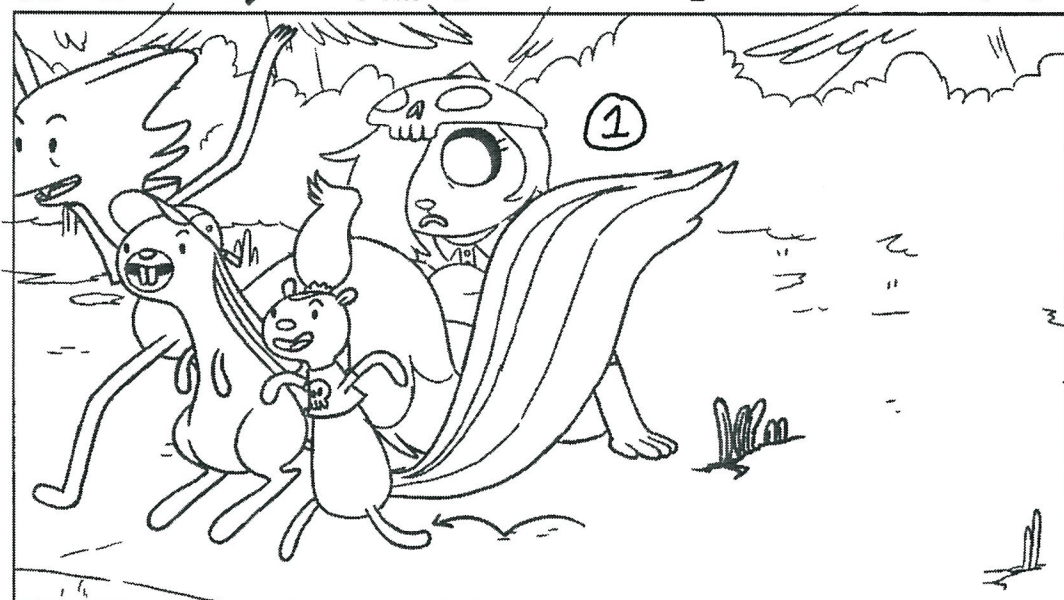


Page 165

Sc. 80 *CONT* Pnl. B Bg. day night



Sc. 80 *CONT* Pnl. C Bg. day night



<p>Dialog:</p> <p><u>FOX</u> : GWAMPA IS TURNIN IT <u>UP</u>!</p> <p>(ALT: THROWIN IT DOWN?)</p> <p>③ [BEATBOXING]</p> <p>SFX: *FLUTE*</p> <p>ANIMALS: [CHEERING WALLA]</p>	
<p>Action:</p>	
<p>Timing:</p>	<p>- ANIMALS RUN FORWARD.</p> <p>MAR 16 2016</p>

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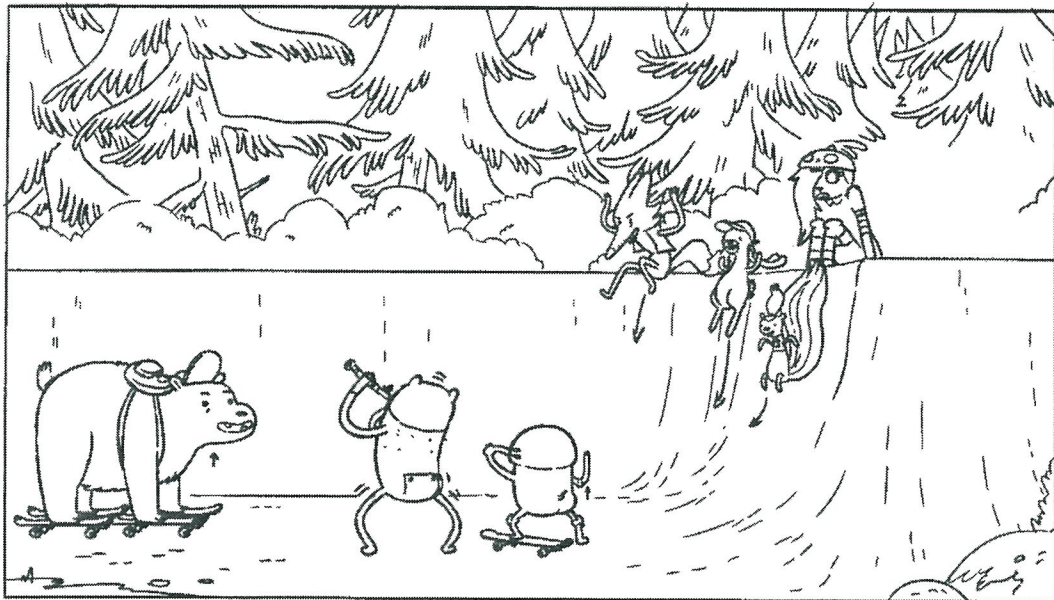
1042 245

ADVENTURE TIME



Page 166

Sc. 81 Pnl. A Bg. day night



Sc. 81 Pnl. B Bg. day night



Dialog:

③ [BEATBOXING]

GANG YEA! WOO!

SFX: *FLUTE*

JAKE! JAKE! JAKE!

Action:

-TEENS SLIDE DOWN RAMP.

SP



-TEENS START DANCING

MAR 16 2016

Timing:

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Production :

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ADVENTURE TIME



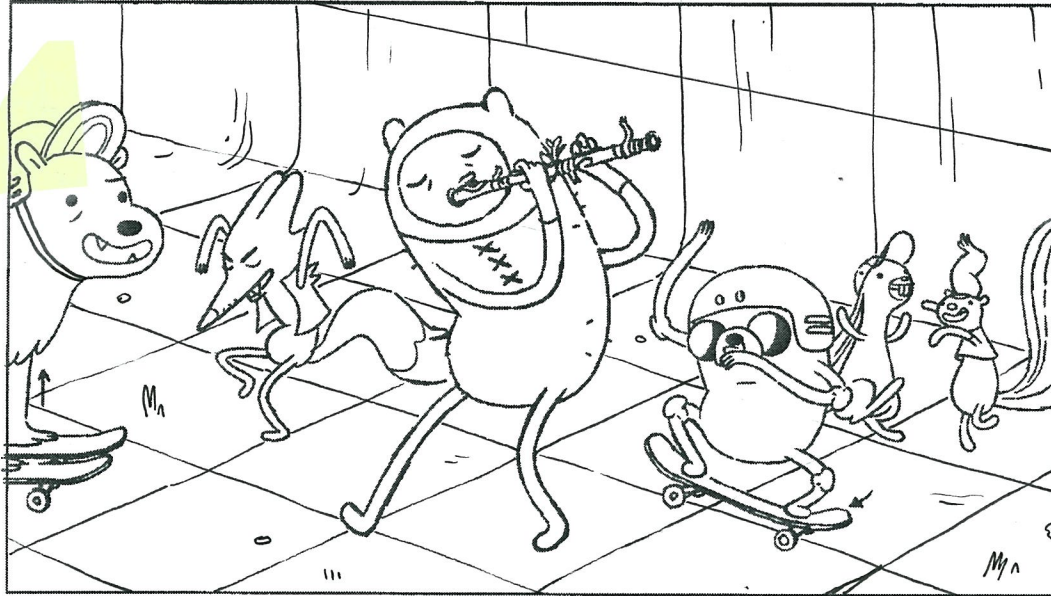
Page 167

Sc. 82

Pnl. A

Bg.

day night

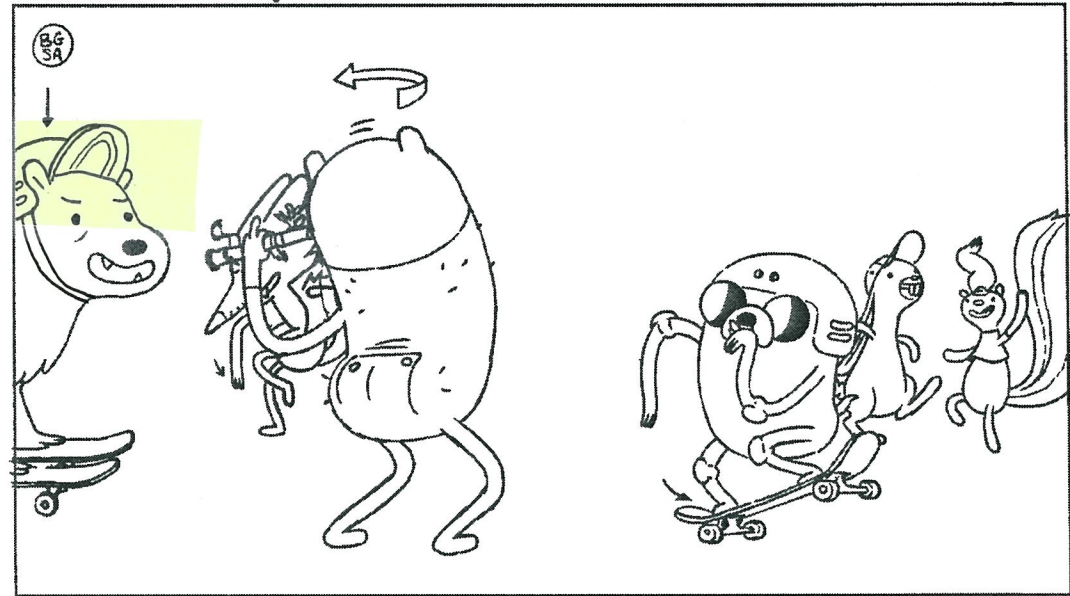


Sc. 82 *cont*

Pnl. B

Bg.

day night



Dialog:

— SFX: *FLUTE* —

SFX: * FLUTE FLOURISH *

Gang: JAKE! JAKE!

Action:

- ANIMALS DANCE AROUND FINN + JAKE.

MAR 16 2016

Timing:

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Production :

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ADVENTURE TIME



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168A NEXT
day night

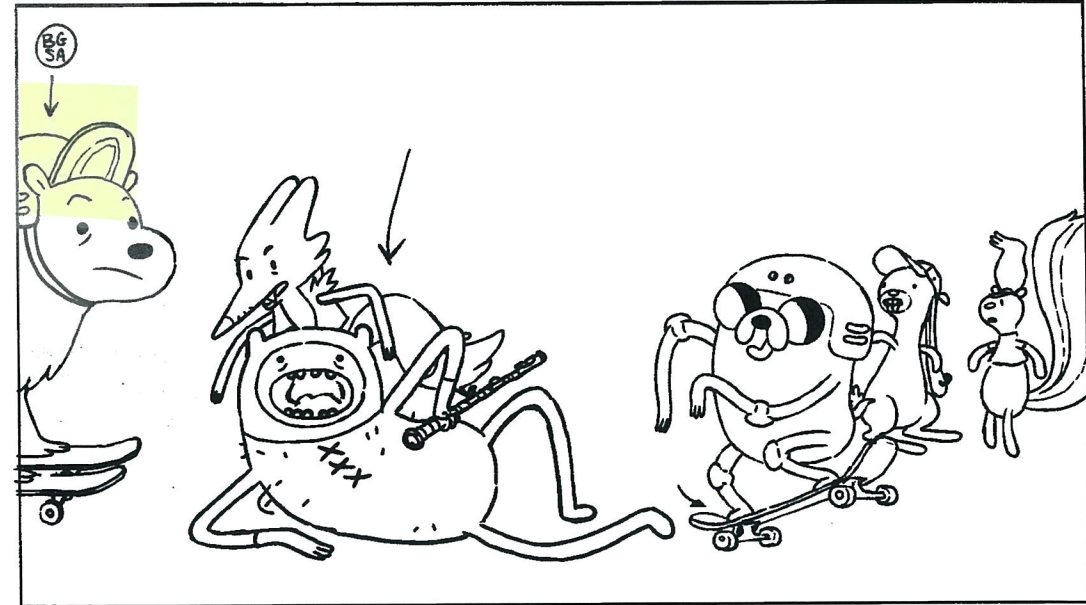
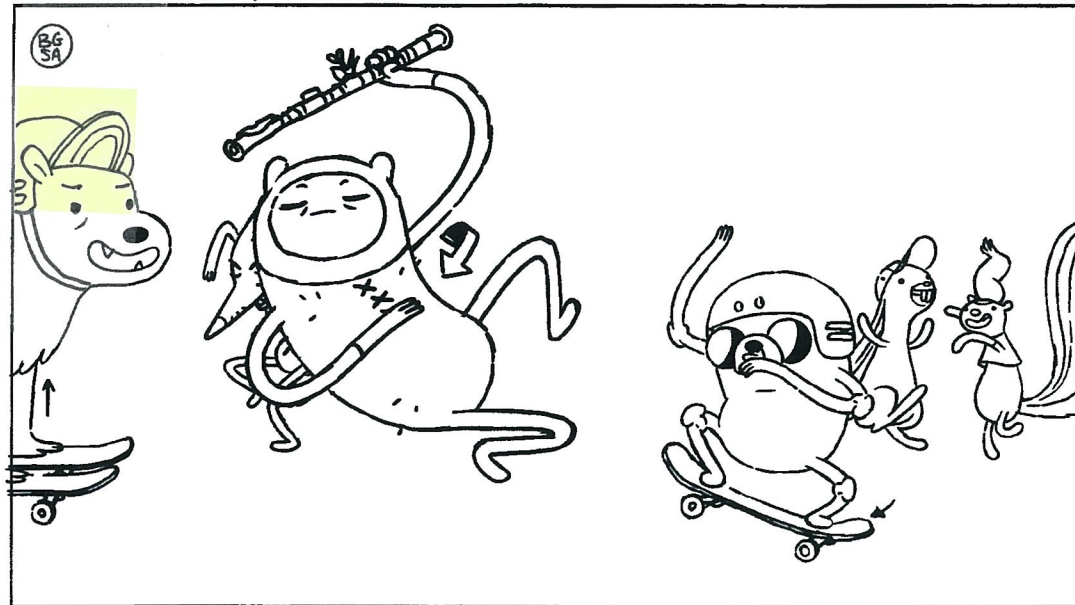
Sc. 82 *cont* Pnl. C

Bg.

day night

Sc. 82 *cont* Pnl. D

Bg.



Dialog:

JAKE: [BEAT BOXING]

Ⓢ MATH!

SFX: * THMP *

MAR 16 2016

Action:

-FINN FLIPS INTO COOL RESTING POSE
AND OPENS HIS EYES WIDE FOR
A MOMENT.

Timing:

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Production :

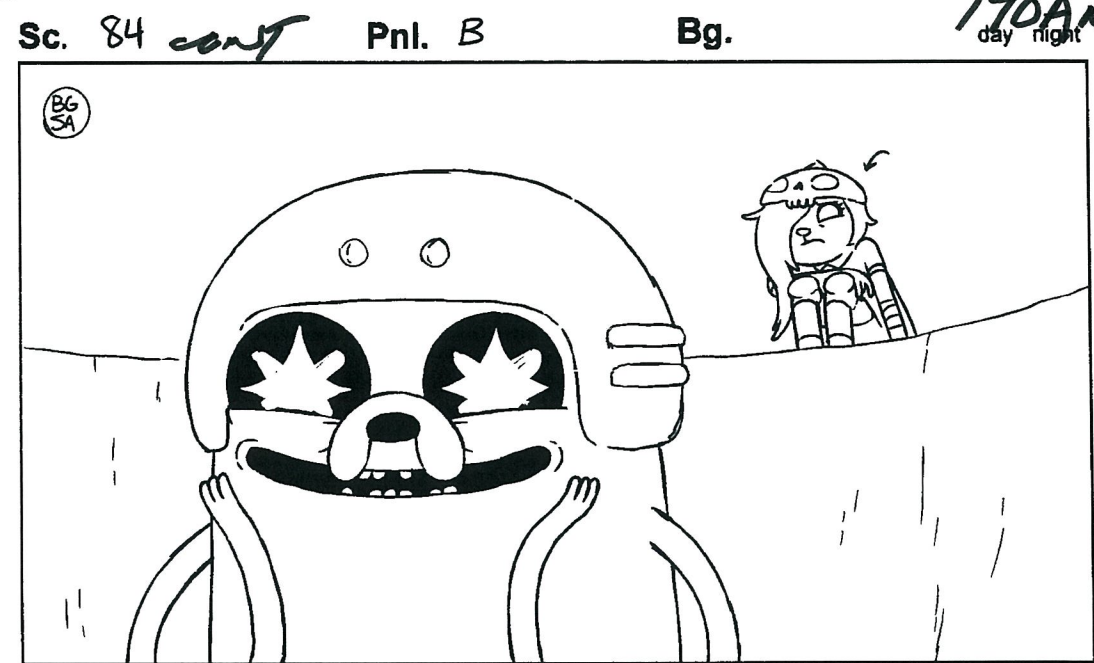
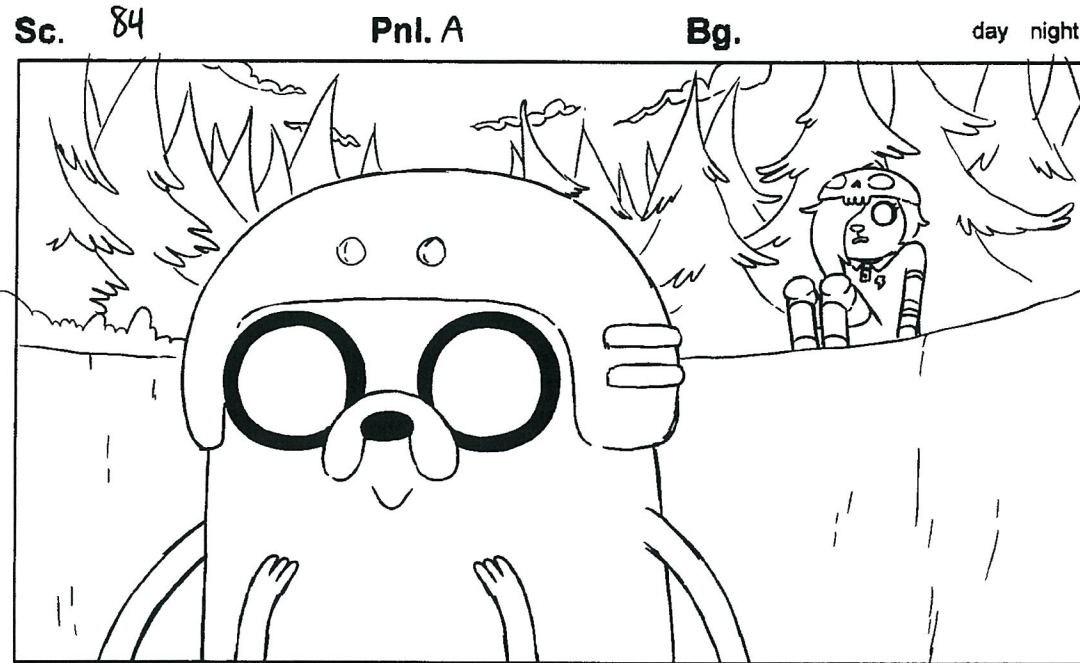
1042 245

ADVENTURE TIME



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170A NEXT
day night



Dialog:	(J) YESSS ...
Action:	<p>-(J) IS REVELLING</p> <p>-(B) IS INCREDULOUS/ANNOYED</p> <p>MAR 16 2016</p>
Timing:	

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Production :

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ADVENTURE TIME



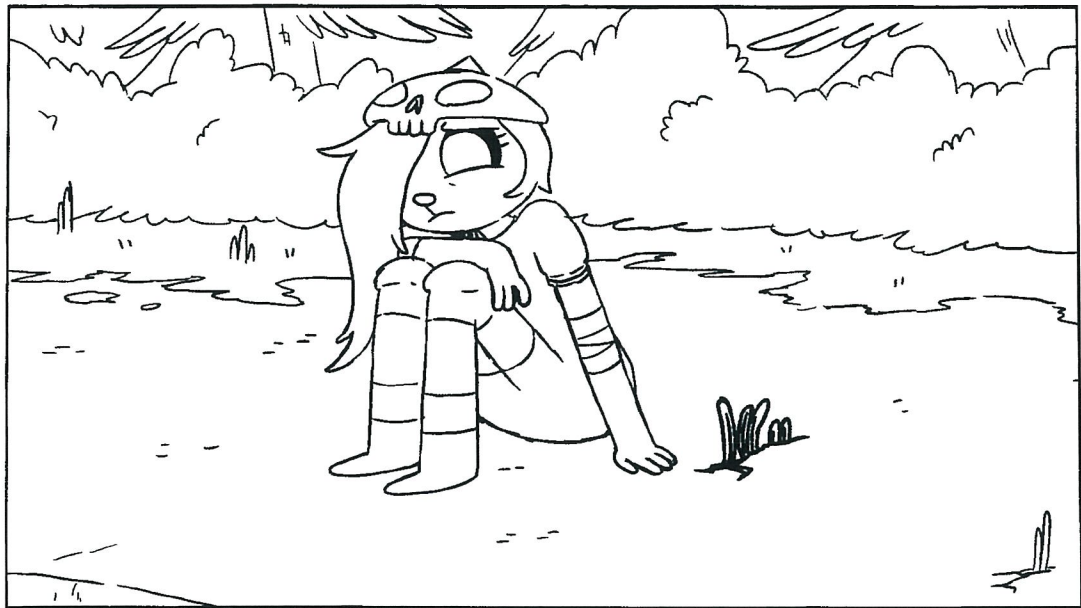
Page 170 A
17/18
day night

Sc. 85

Pnl. A

Bg.

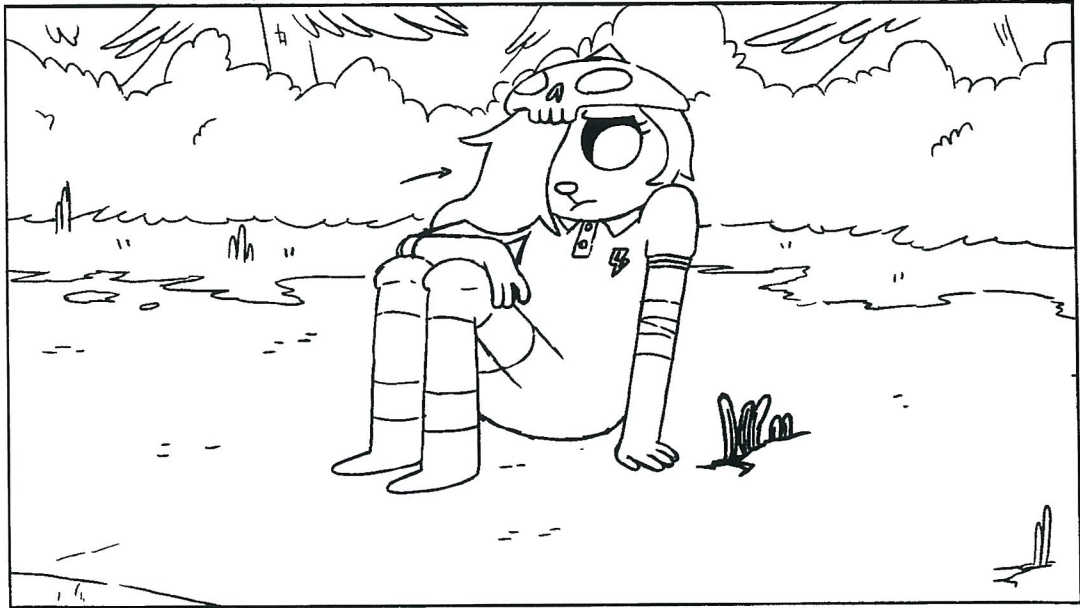
day night



Sc. 85 cont

Pnl. B

Bg.



Dialog:
Action:
Timing:

(B) LEANS BACK , NOTICES GRASS

MAR 16 2016

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Production :

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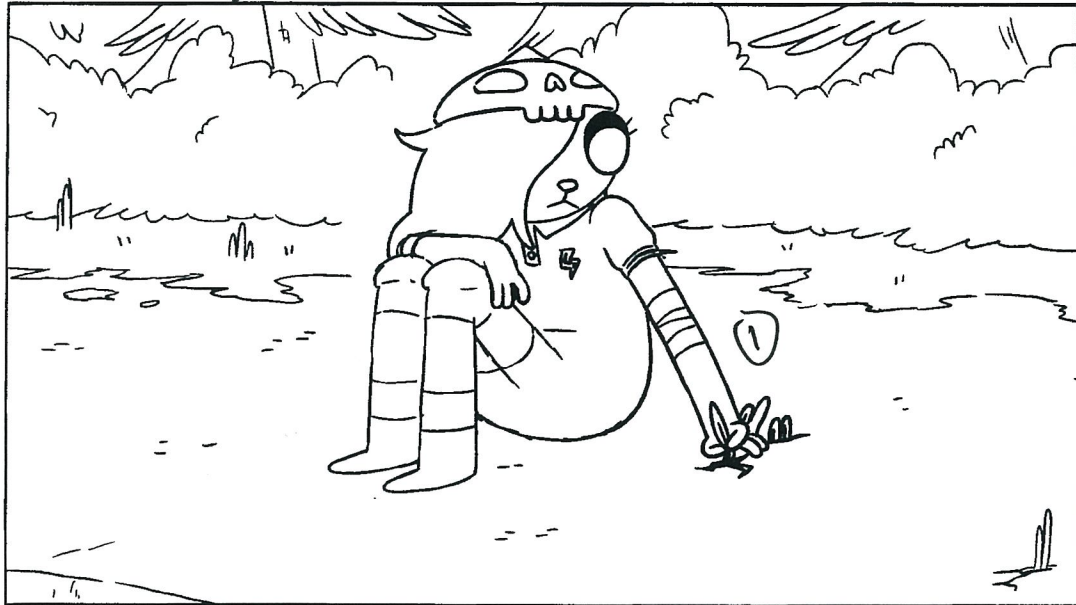
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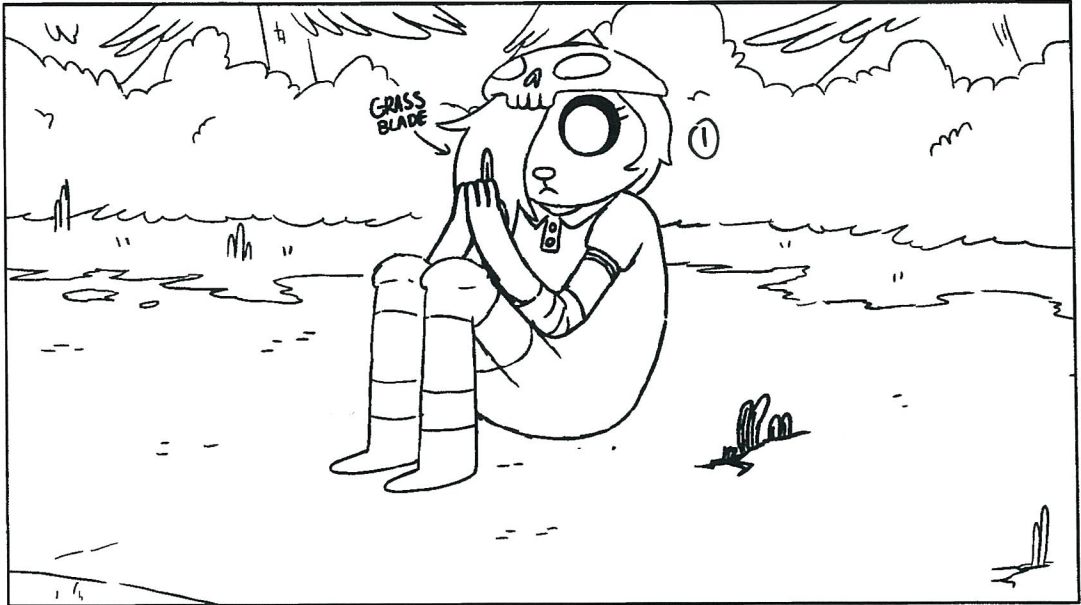
ADVENTURE TIME

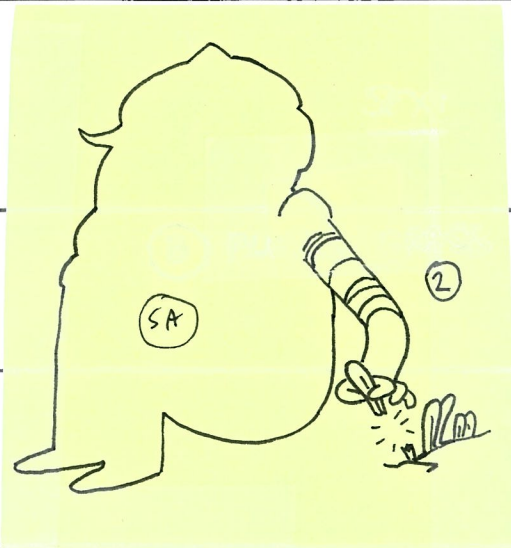



Sc. 85 *cont* Pnl. C Bg. day night



Sc. 85 *cont* Pnl. D Bg. day night



Dialog:		* SHK *		Ⓑ (Inhale)
Action:		Ⓑ plucks grass		Ⓑ inhales
Timing:				MAR 16 2016

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Production :

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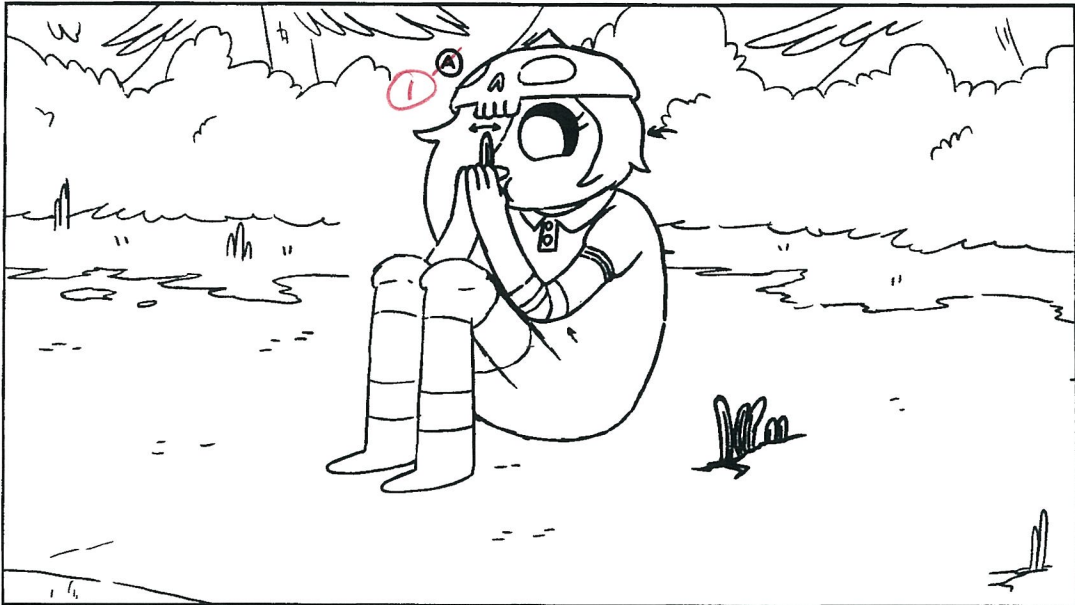
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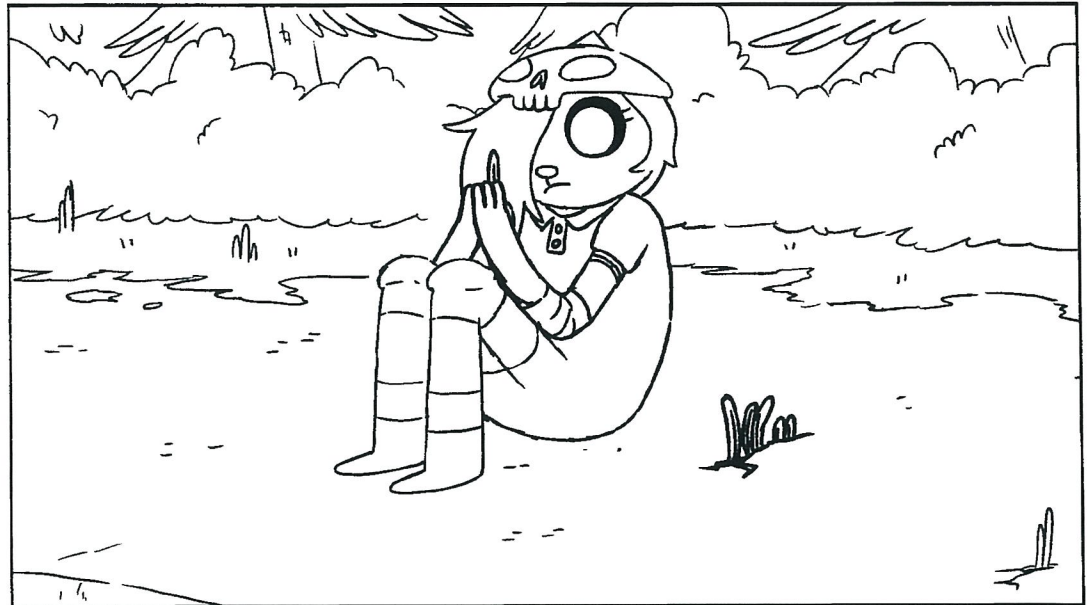
ADVENTURE TIME




Sc. 85 *CONT* Pnl. E Bg. day night



Sc. 85 *CONT* Pnl. F Bg. day night



Dialog:	<i>SFX: *Bweet...tweet*</i>	
Action:	<i>- (B) PUTS GRASS REED TO MOUTH AND BLOWS A FEW NOTES</i>	
Timing:		

MAR 16 2010

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Production :

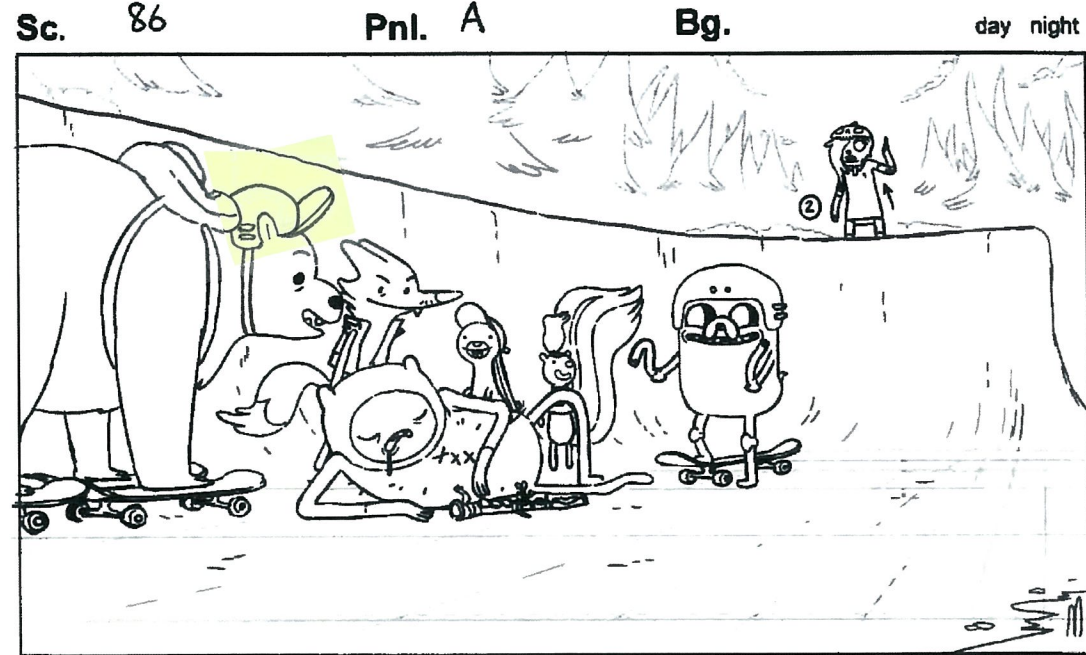
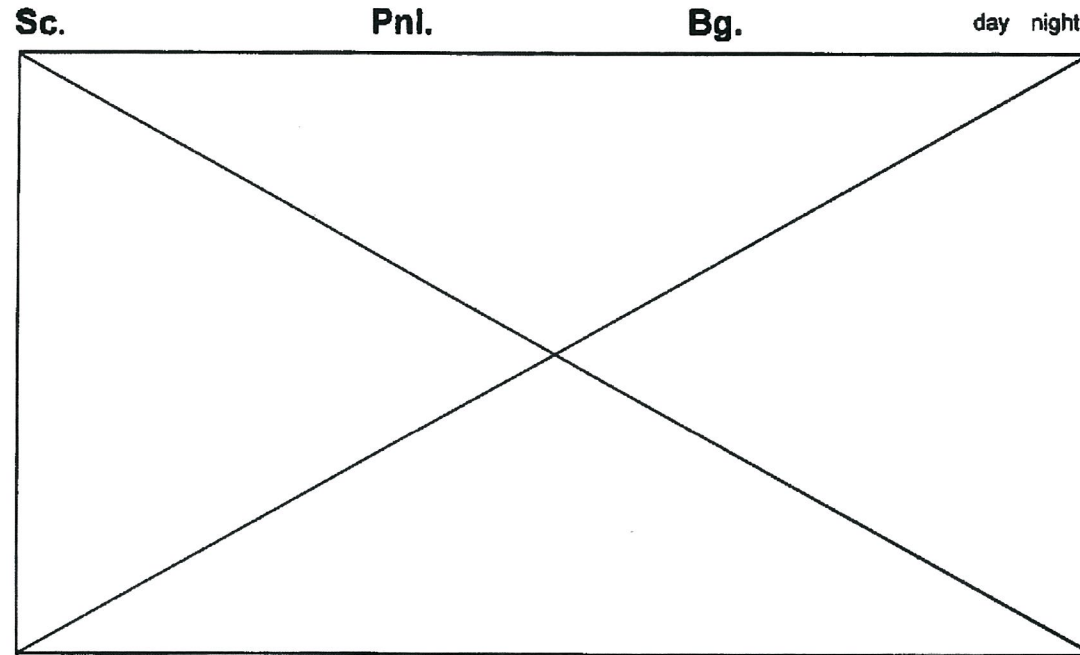
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ADVENTURE TIME



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Dialog:	<p>①② (B) HEY GUYS.</p> <p>ANIMALS: [CONVERSATIONAL WALLA]</p>	
Action:	<p>- BROWWYN STANDS UP.</p>	
Timing:		<p>MAR 16 2016</p>

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Production :

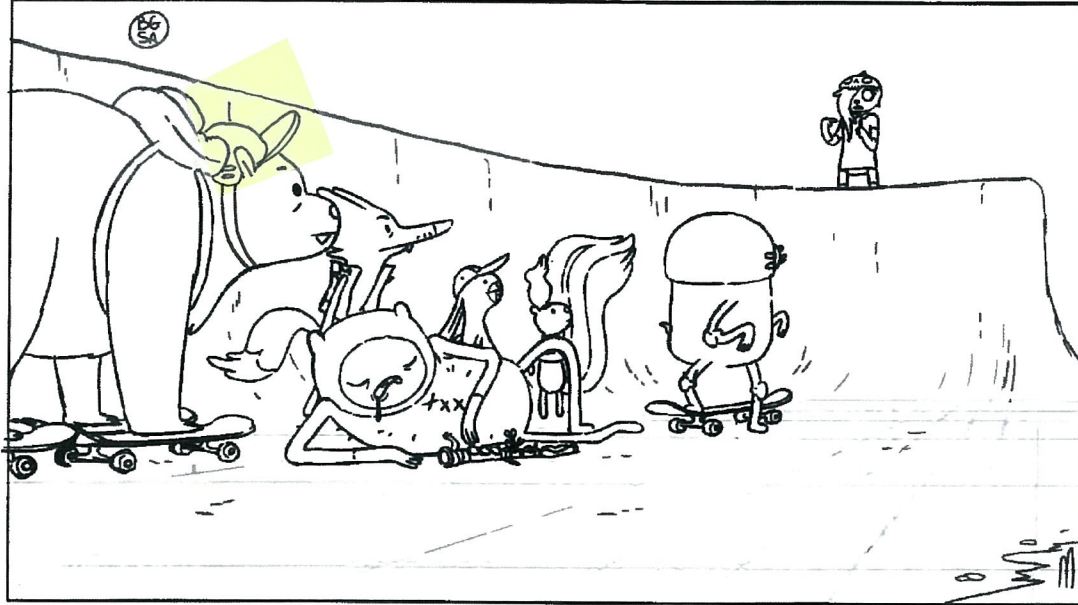
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ADVENTURE TIME



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Sc. 86 *cont* Pnl. B Bg. day night



Sc. 87 Pnl. A Bg. day night



Dialog: ③ HAVE YOU EVER HEARD MUSIC LIKE THIS?

Action: -JAKE, ANIMALS TURN!

Timing:



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Production :

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ADVENTURE TIME



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Sc. 87 *cont*

Pnl. B

Bg.

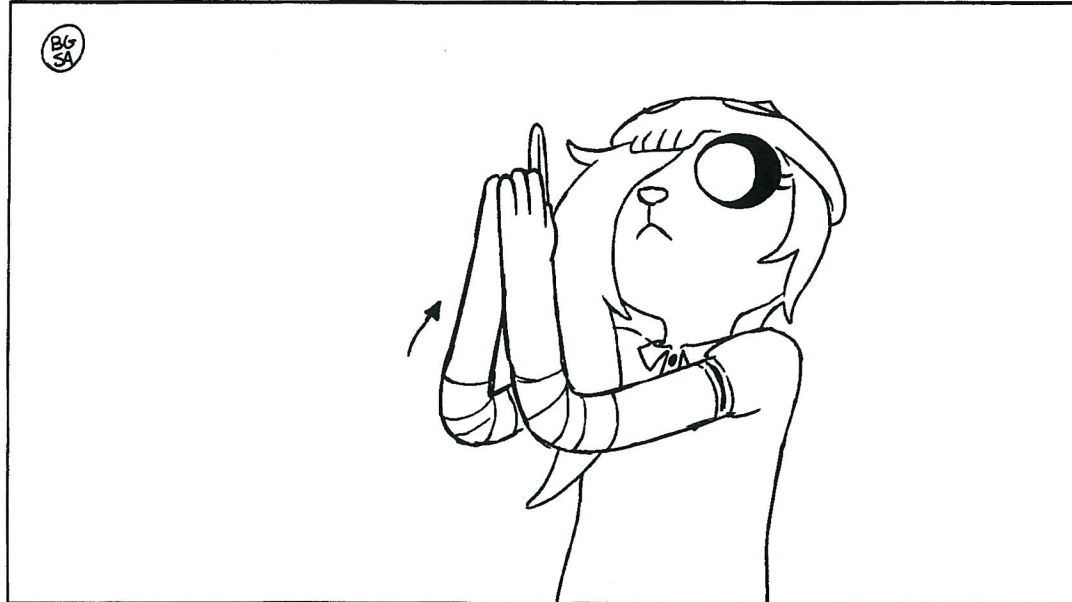
day night

Sc. 87 *cont*

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

- B. HOLDS UP GRASS BLADE.

(B) [INHALE]

- B. ACCIDENTALLY
INHALES GRASS BLADE.



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Production :

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ADVENTURE TIME



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Sc. 87 *CONT* Pnl. D

Bg.

day night



Sc. 87 *CONT* Pnl. E

Bg.

day night



Dialog:

Ⓑ GACK!

Ⓑ COFF! COFF!! COFF!

Action:

Ⓑ CHOKES ON GRASS BLADE

MAR 16 2016

Timing:

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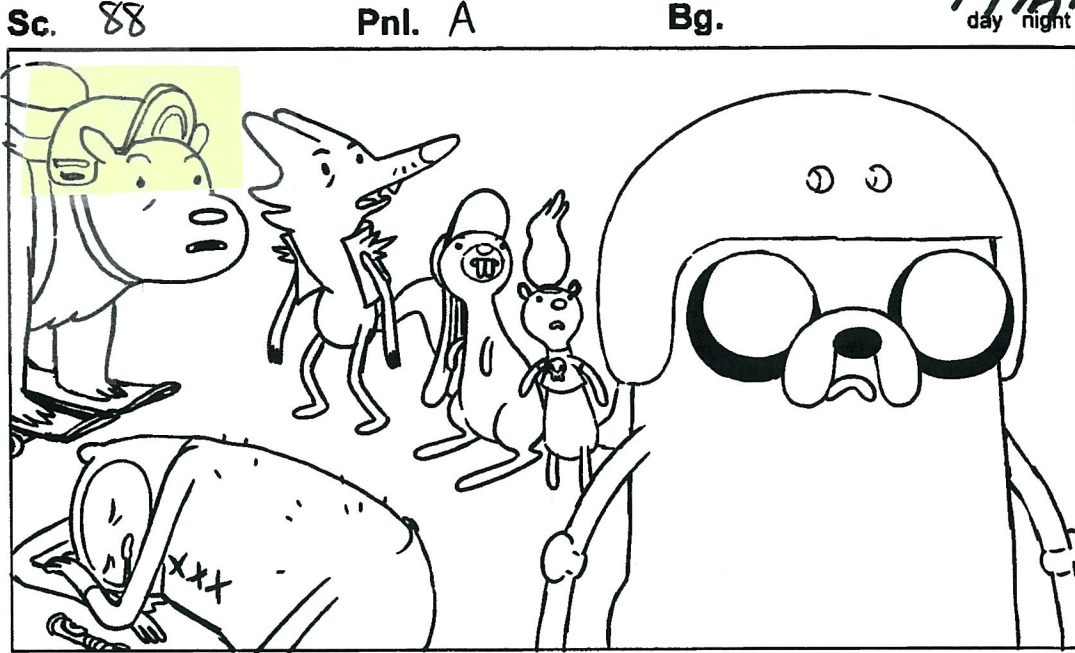
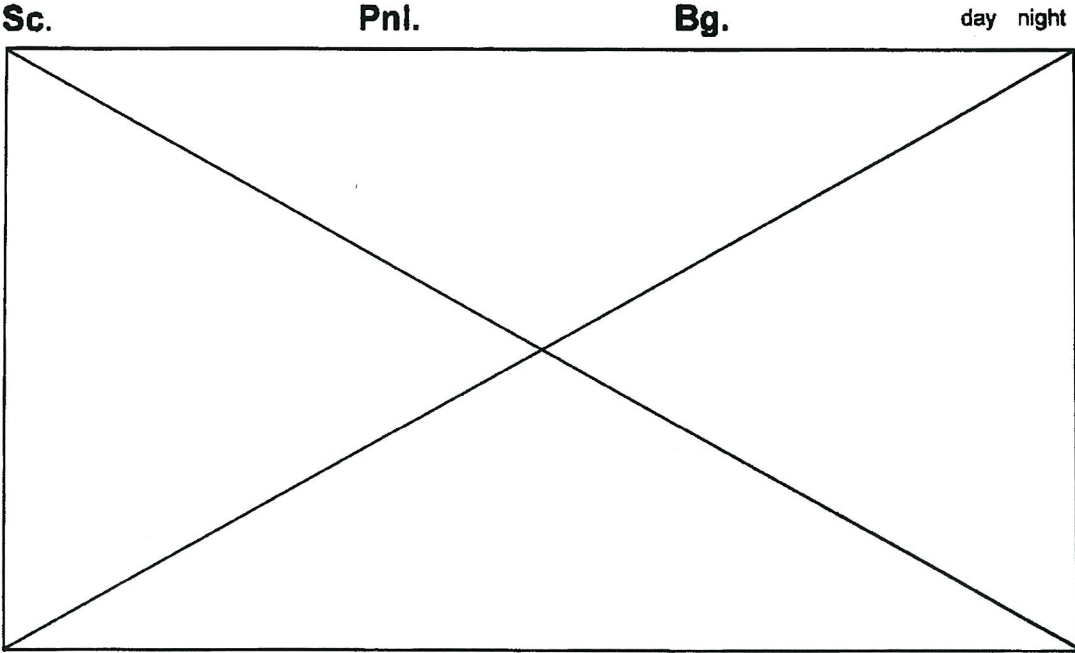
Production :

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ADVENTURE TIME



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177A-NEXT
day night



Dialog:	(B) [COUGHING]
Action:	MAR 16 2016
Timing:	

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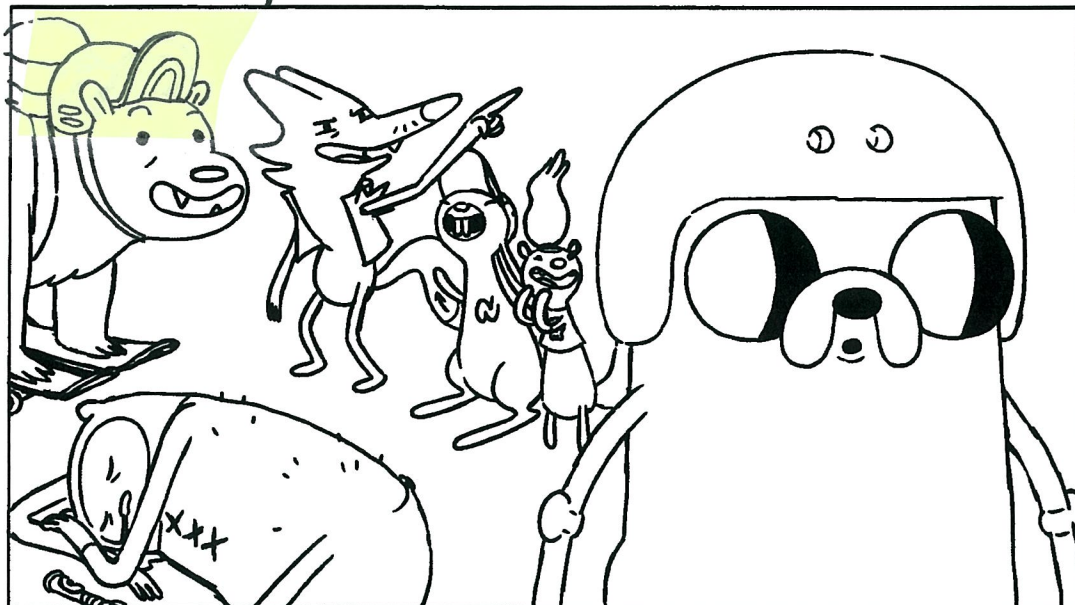
ADVENTURE TIME



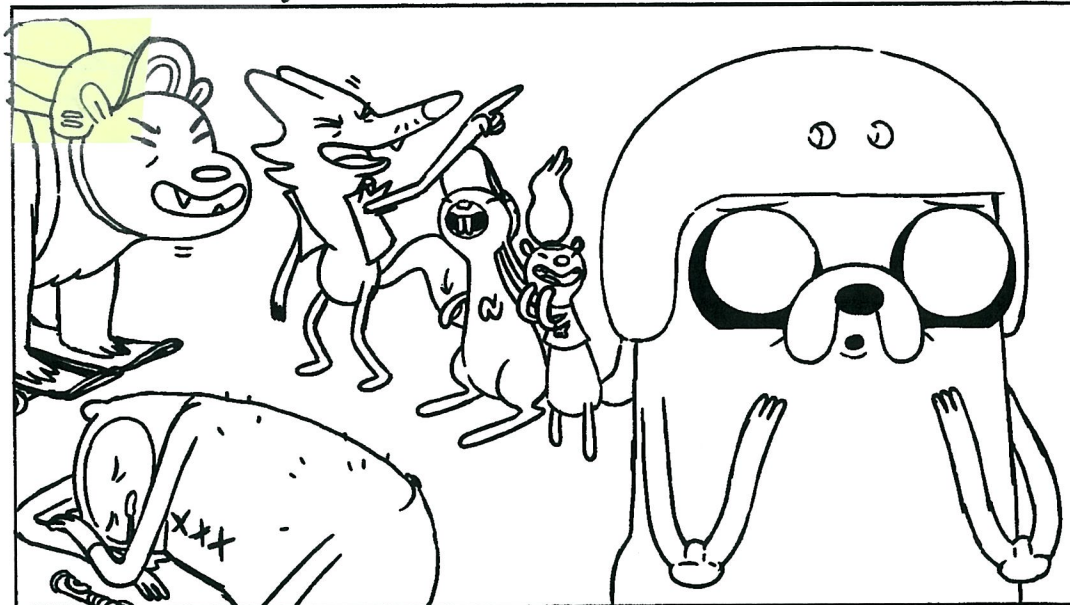
Page 177A

170 NEXT
day night

Sc. 88 *cont* Pnl. B Bg. day night



Sc. 88 *cont* Pnl. C Bg. day night



Dialog:

(GANG) [LAUGHING]

(TF) WAY TO CHOKE, BRON.!

(GANG) [LAUGHING]

Action:

MAR 16 2016

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Page 178

Sc. 89

Pnl. A

Bg.

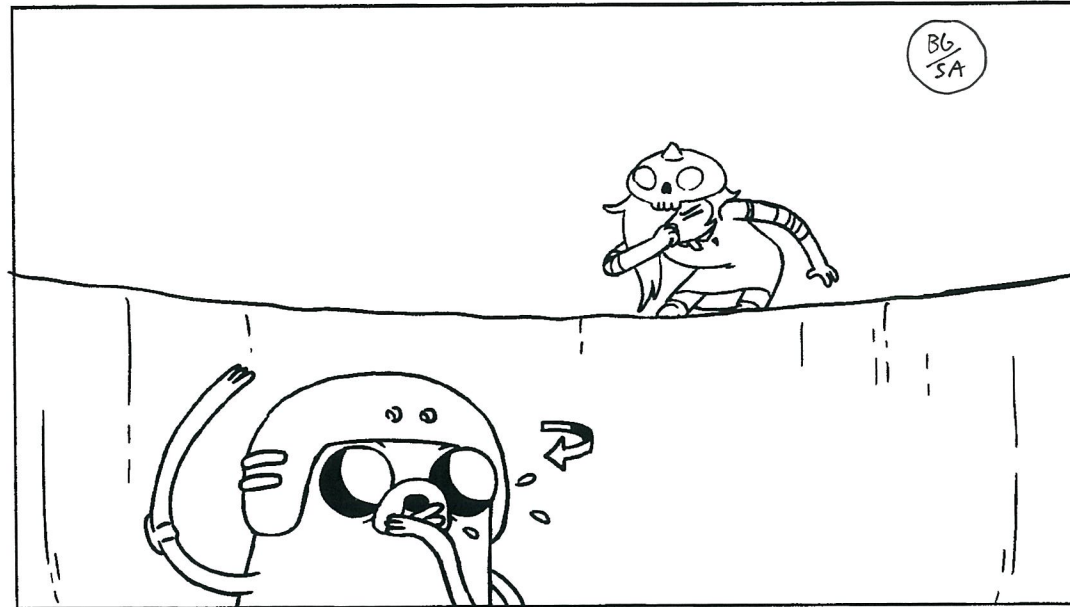
day night



Sc. 89 *cont* Pnl. B

Bg.

day night



Dialog:

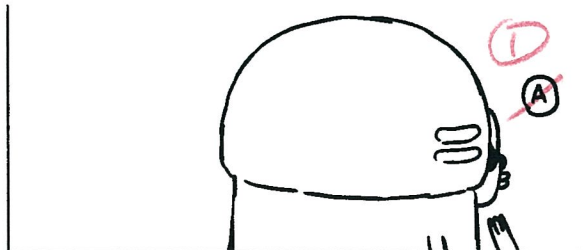
③ (COUGH COUGH COUGH!)
④ YO! HOW BOUT A DUET!

③ (COUGH COUGH COUGH!)
⑤ [BEATBOXIN']

Action:

JAKE BEATBOXES TO BROMWYN'S COUGHING

Timing:



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Production :

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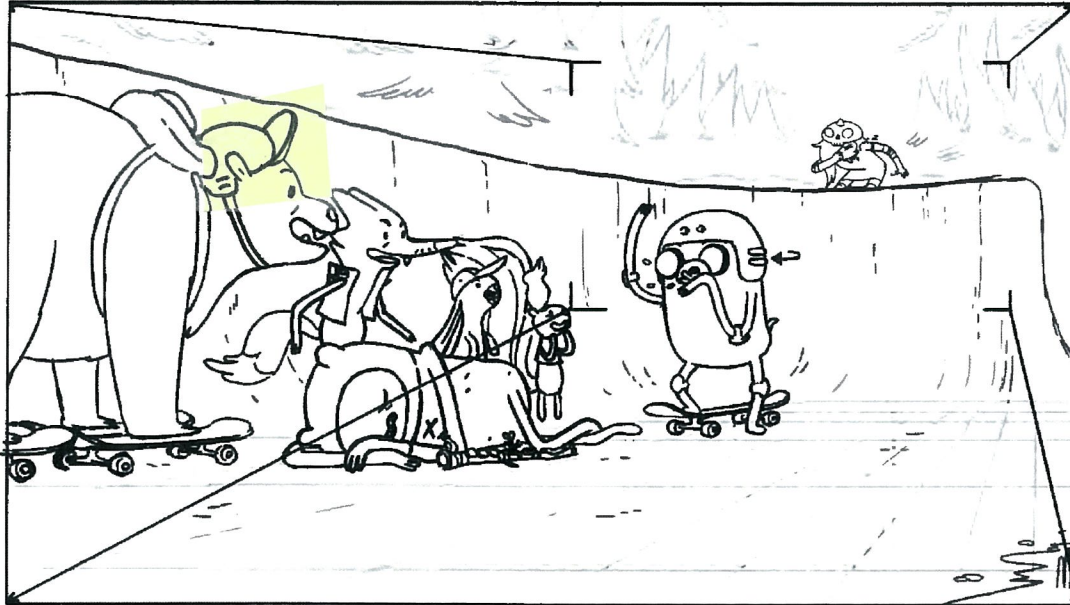
1042 245

ADVENTURE TIME

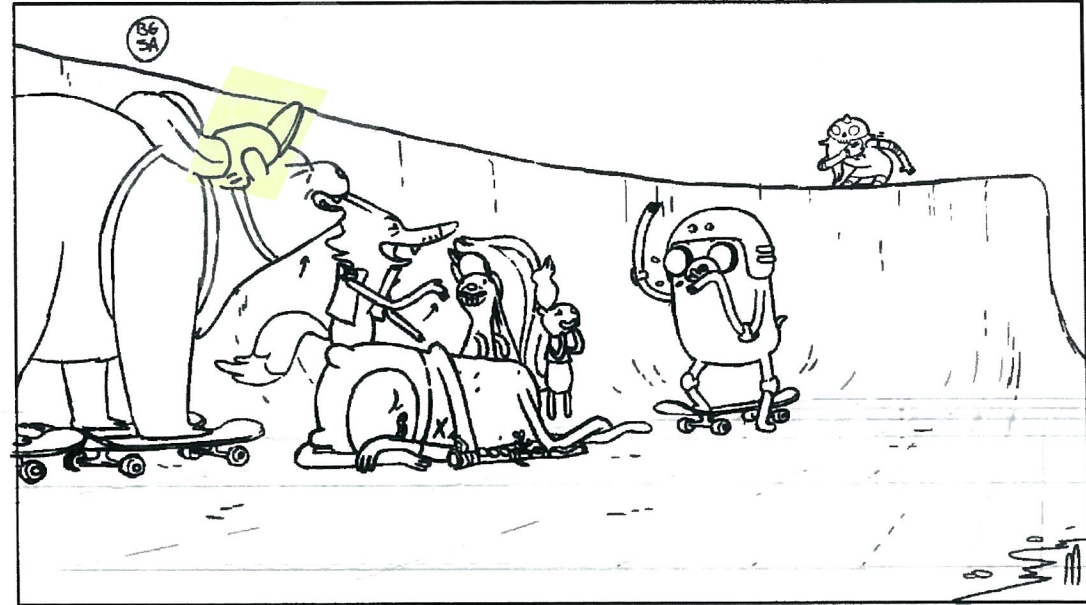


Page 179
179A NEXT
day night

Sc. 89 *cont* Pnl. C Bg. day night



Sc. 89 *cont* Pnl. D Bg. day night



Dialog:

① GANG HAAHAHA HA!!
② [COUGH COUGH COUGH!]

③ [BEATBOXING]

④ GANG HAAHAHA HA!!
⑤ TS EVEN GWAMPS CAN'T SAVE YOU, BRON!
⑥ [COUGHING]

Action:

- JAKE CONTINUES BEATBOXING

MAR 16 2016

Timing:

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Production :

1042 245

1042 245

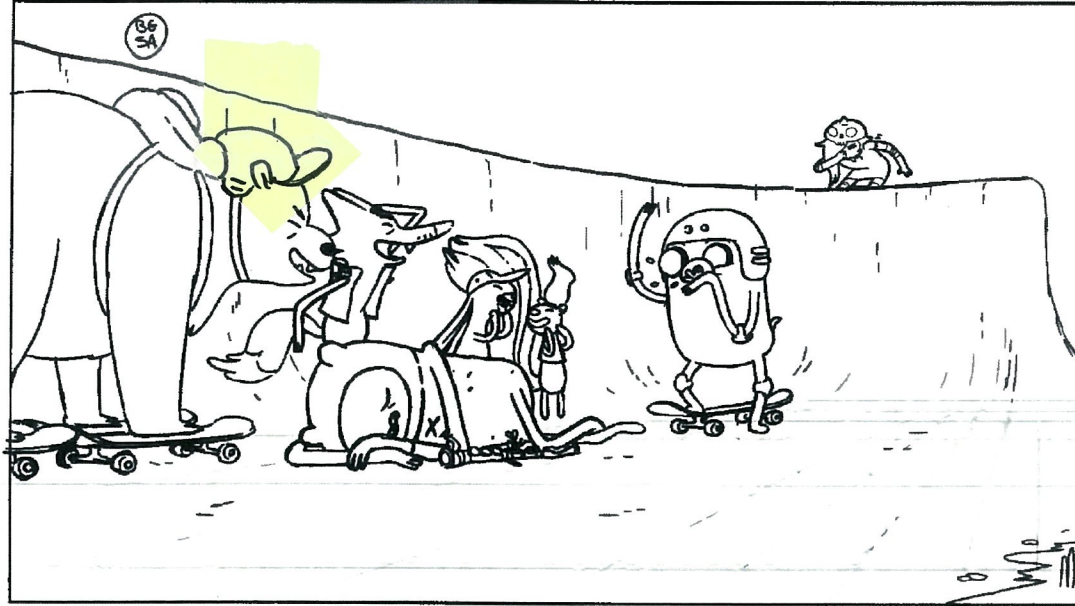
1042 245

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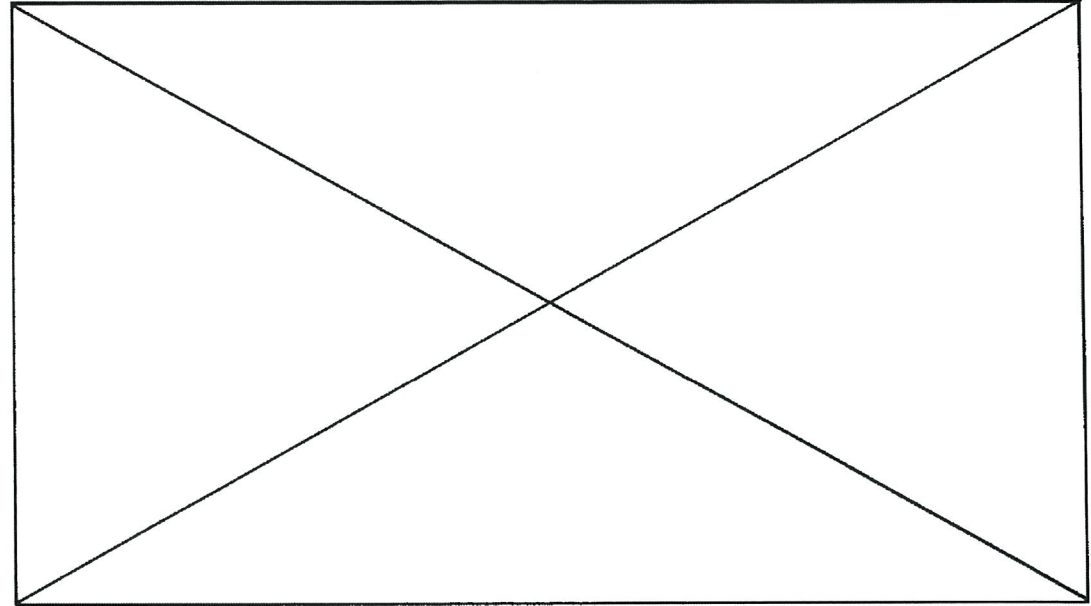
ADVENTURE TIME



Sc. 89 *CANT* Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Page 179A
179B *NEXT*
day night

Dialog:

(GANG) WAAH HAH HAH!!
(B) [COUGHING]
(S) [BEATBOXING]

Action:

Timing:

MAR 16 2016

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Production :

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ADVENTURE TIME



Page 179 B
180-NAT

Sc. 90 Pnl. A Bg. day night



Sc. 90 cont Pnl. B Bg. day night



Dialog:

[TEENS LAUGHING]
③ [BEATBOXING]

Action:

③ STOPS COUGHING.

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

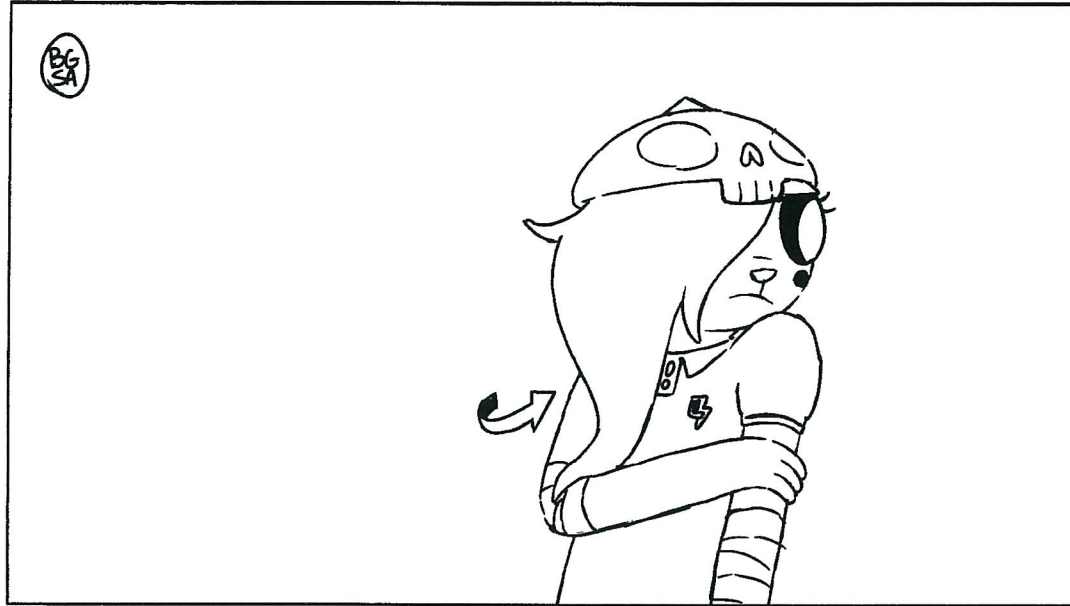
1042 245

ADVENTURE TIME



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Sc. 90 *CONT* Pnl. C Bg. day night



Sc. 91 Pnl. A Bg. day night



Dialog: JAKE : STILL BEAT BOXIN'
[TEENS LAUGHING]

⑤ PBBT??
[TEENS LAUGHING]

Action: ⑥ RECOILS, EMBARRASSED

JAKE NOTICES COFFING HAS STOPPED
SO HE STOPS BEATBOXING

MAR 16 2016

Timing:

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Production :

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ADVENTURE TIME



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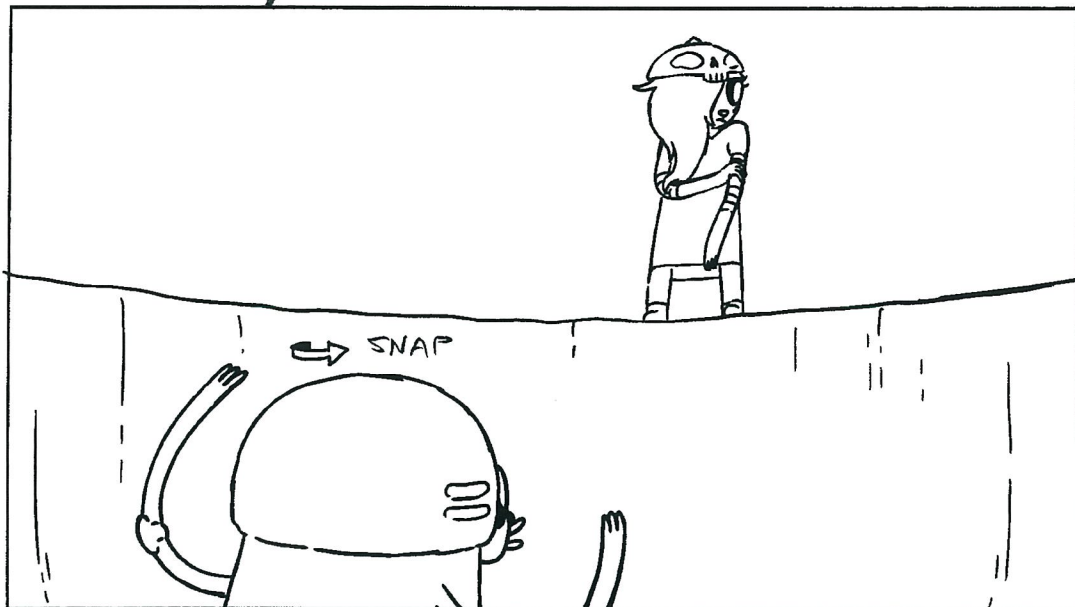
181A NEXT

Sc. 91 *cont*

Pnl. B

Bg.

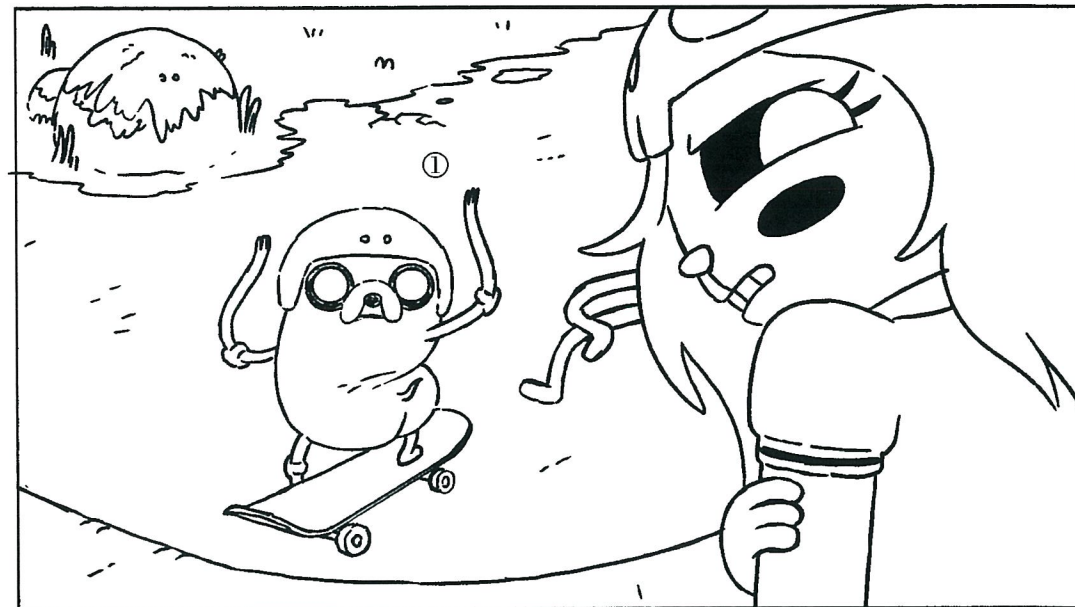
day night



Sc. 92

Pnl. A

Bg.



Dialog:

(J) B, WHY'D YOU STOP?

[TEENS LAUGHING]

(QUIET)

(B) THEY'RE LAUGHIN' AT ME

Action:

- JAKE TURNS AROUND.

(J) NOTICES BRONWYN'S DISMAY

MAR 16 2016

Timing:



(2)

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EPISODE #

1042 245

Production :

1042 245

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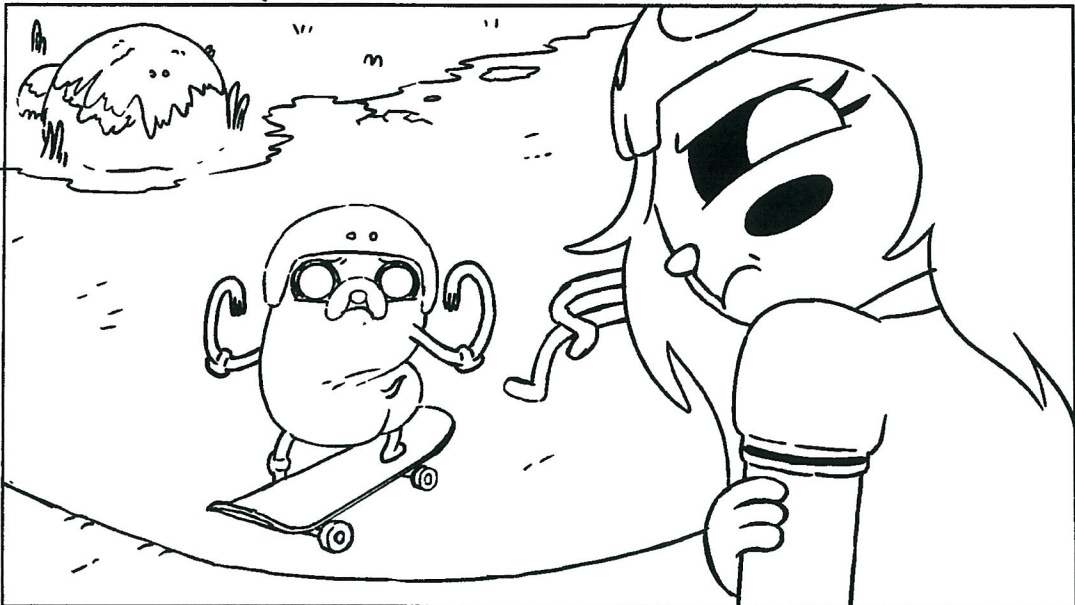
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ADVENTURE TIME

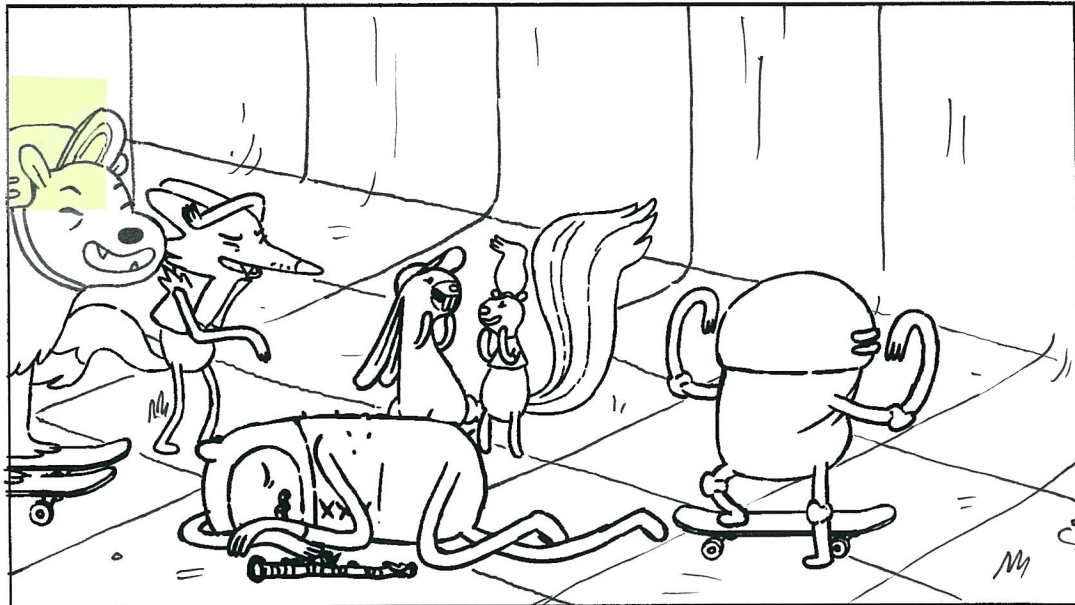


Page 181A
182 NEXT
day night

Sc. 92 cont Pnl. B Bg. day night



Sc. 93 Pnl. A Bg. day night



Dialog:
TEENS [LAUGHING]
Action:
Timing:

MAR 16 2016

Production : EPISODE # 1042-245

1042 245

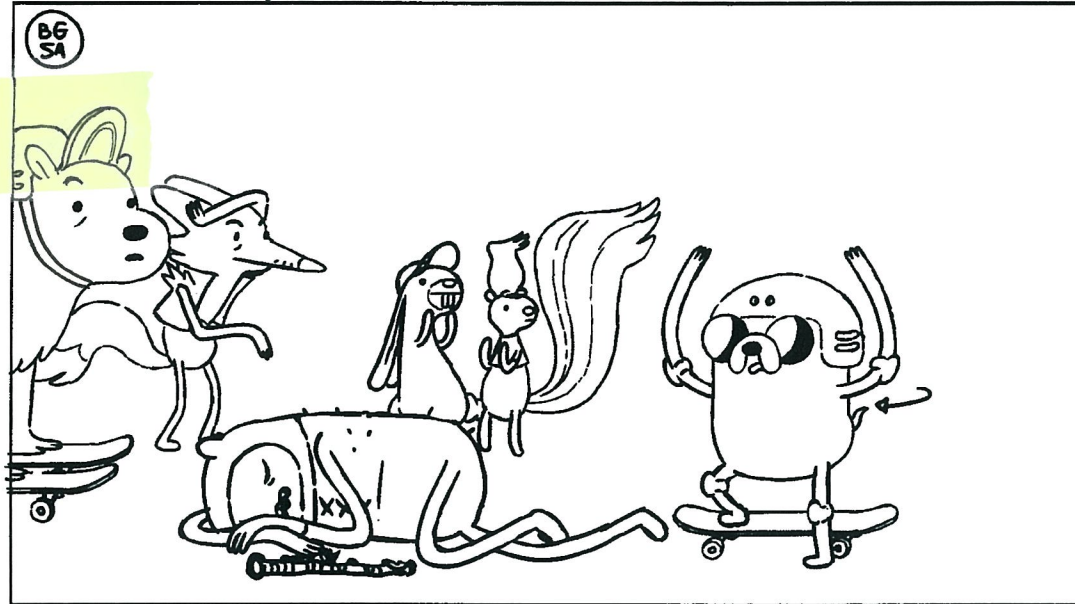
1042 245

ADVENTURE TIME

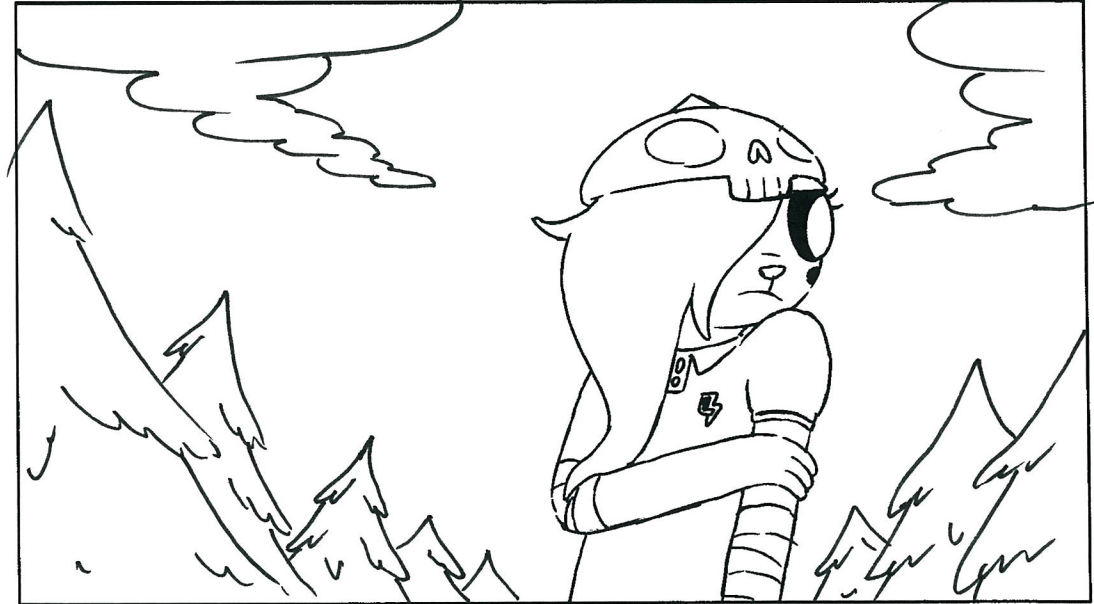


Page 182

Sc. 93 *cont* Pnl. B Bg. day night



Sc. 94 Pnl. A Bg. day night



Dialog: Ⓜ HEY, C'MON GUYS - DON'T BUST ON BRONWYN.

Ⓜ (O.S.) BRONWYN'S COOL.

Action: -J. TURNS.

MAR 16 2016

Timing:

EPISODE # 1042-245

Production :

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ADVENTURE TIME



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Sc. 94 *CONT* Pnl. B

Bg.

day night



Sc. 94 *CONT* Pnl. C

Bg.

day night



Dialog:

(J) (O.S) I CAN VOUCH FOR HER!

Action:

- B. COVERS HER FACE.

MAR 16 2016

Timing:

EPISODE #

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Production :

1042 245

ADVENTURE TIME



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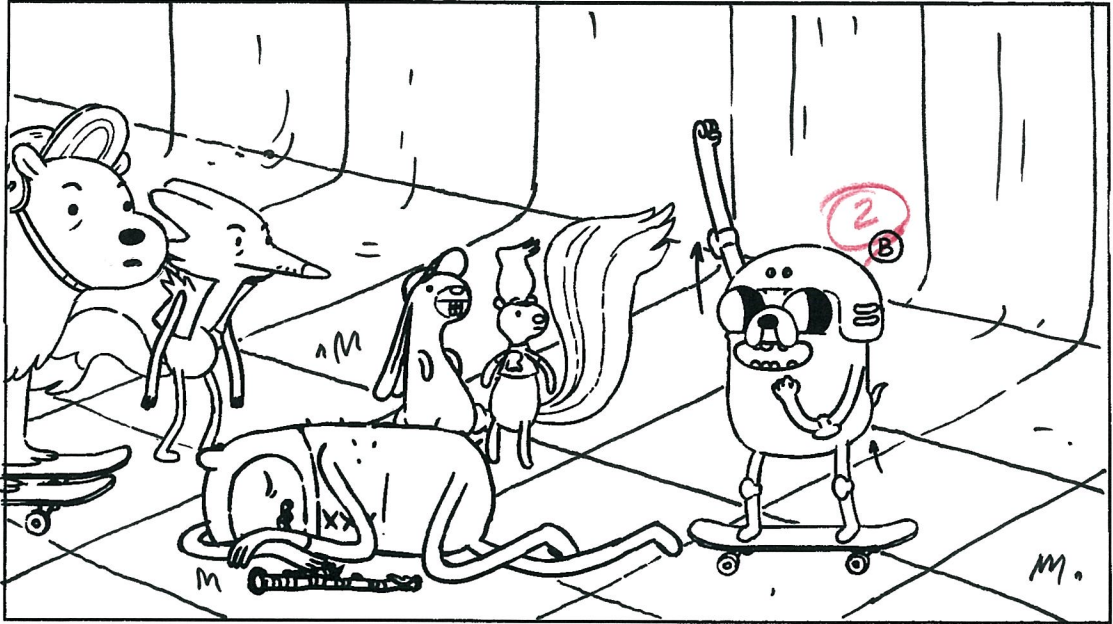
1042-245

Sc. 95

Pnl. A

Bg.

day night



Sc. 95 cont

Pnl. B

Bg.

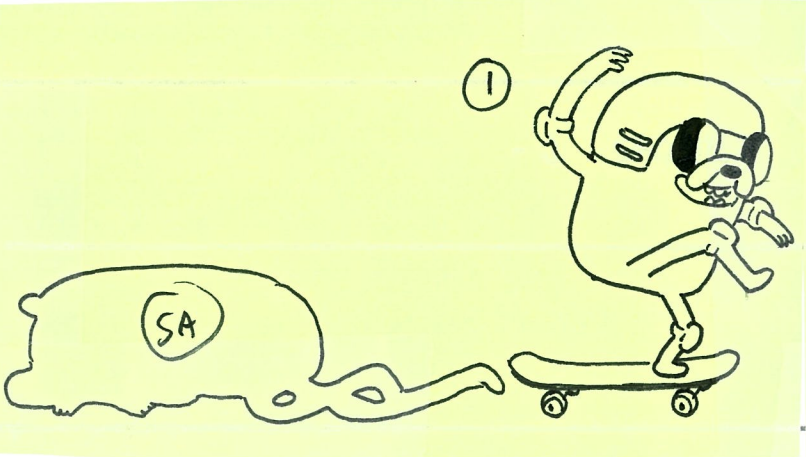


Dialog:

J NOW LET'S ALL WATCH ME SKATE!

Action:

Timing:



Jake rides off/s

MAR 18 2010

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1042 245

Production :

1042 245

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1042 245

1042 245

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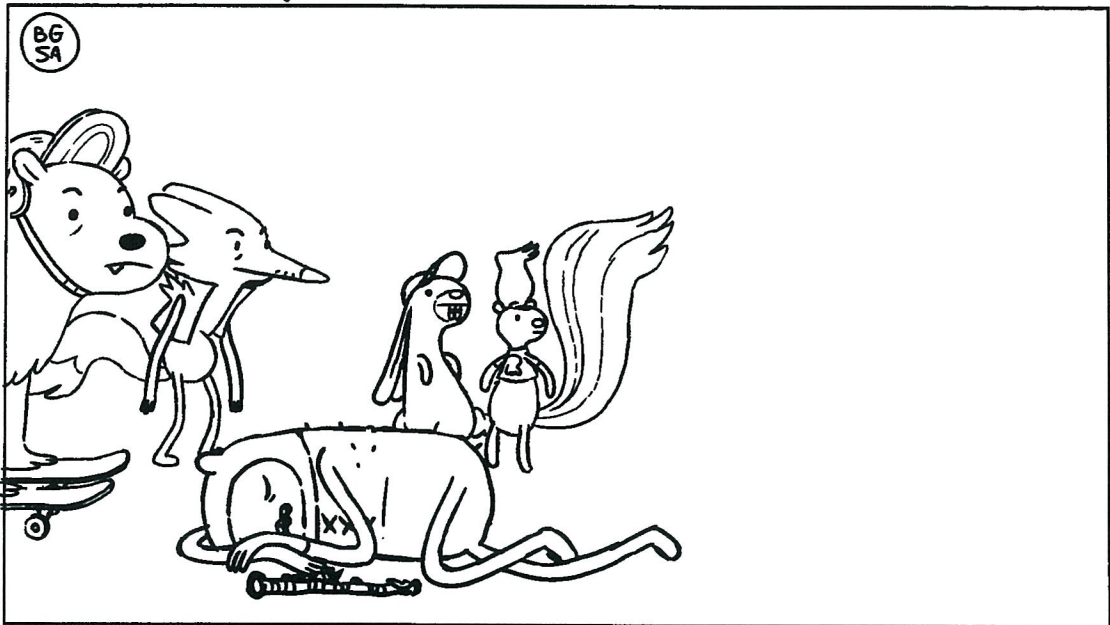
ADVENTURE TIME



Sc. 95 *cont* Pnl. C

Bg.

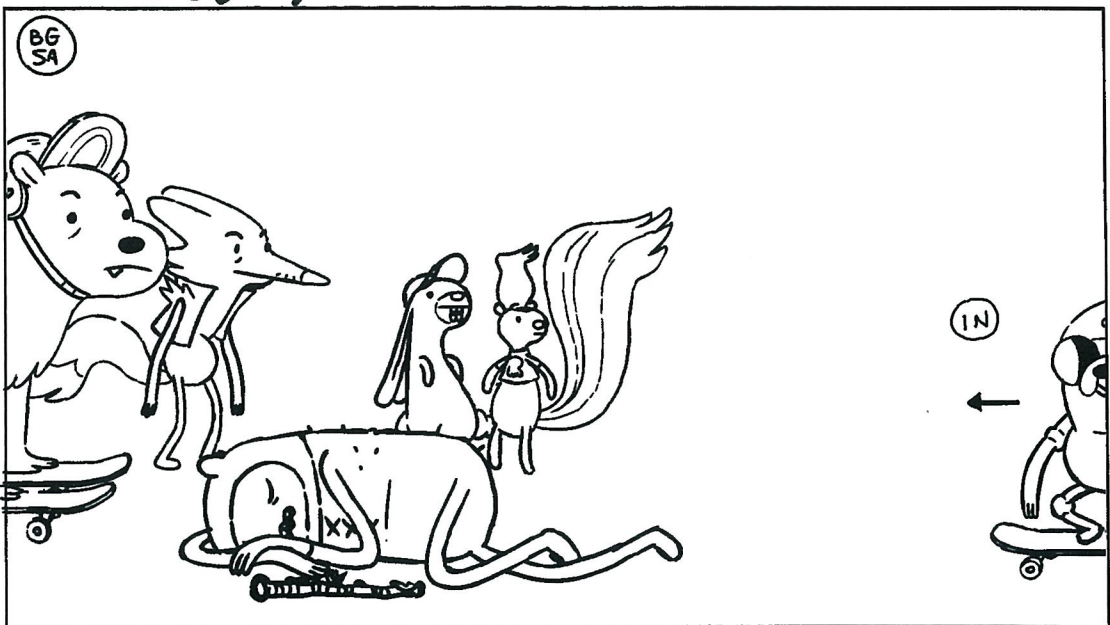
day night



Sc. 95 *cont* Pnl. D

Bg.

Page 184A
185 *next*
day night



Dialog:

Action:

- J. SKATES ON/S.

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME



Sc. 95 *CONT* Pnl. E Bg. day night

BG SA

Sc. 95 *CONT* Pnl. F Bg. day night

BG SA

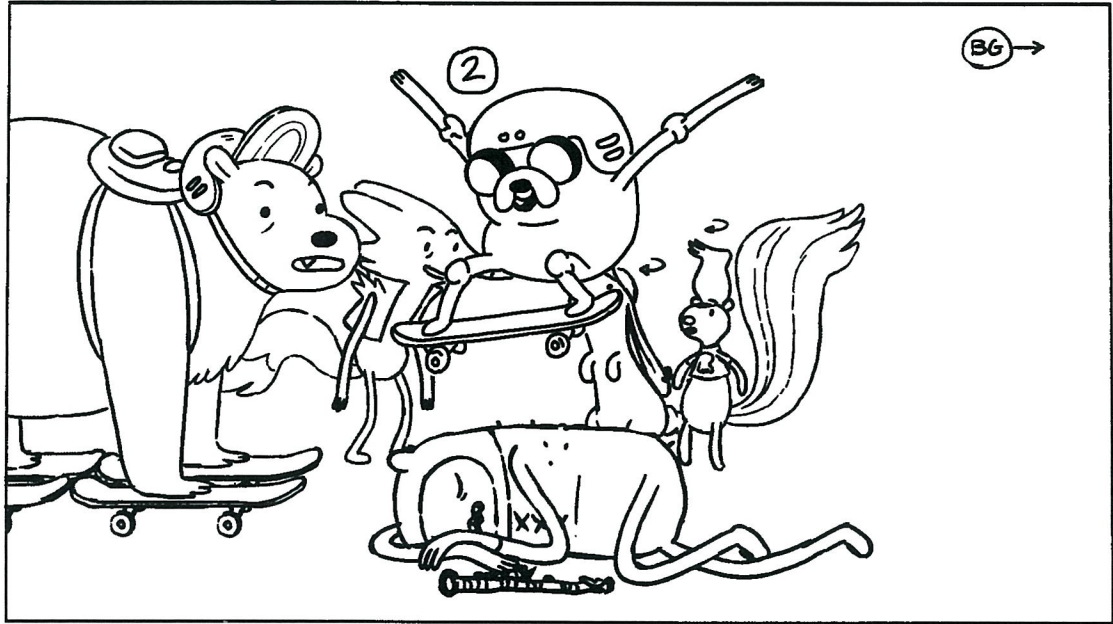
Dialog:	Teens: <laughing>
Action:	MAR 16 2016
Timing:	1042 245

ADVENTURE TIME

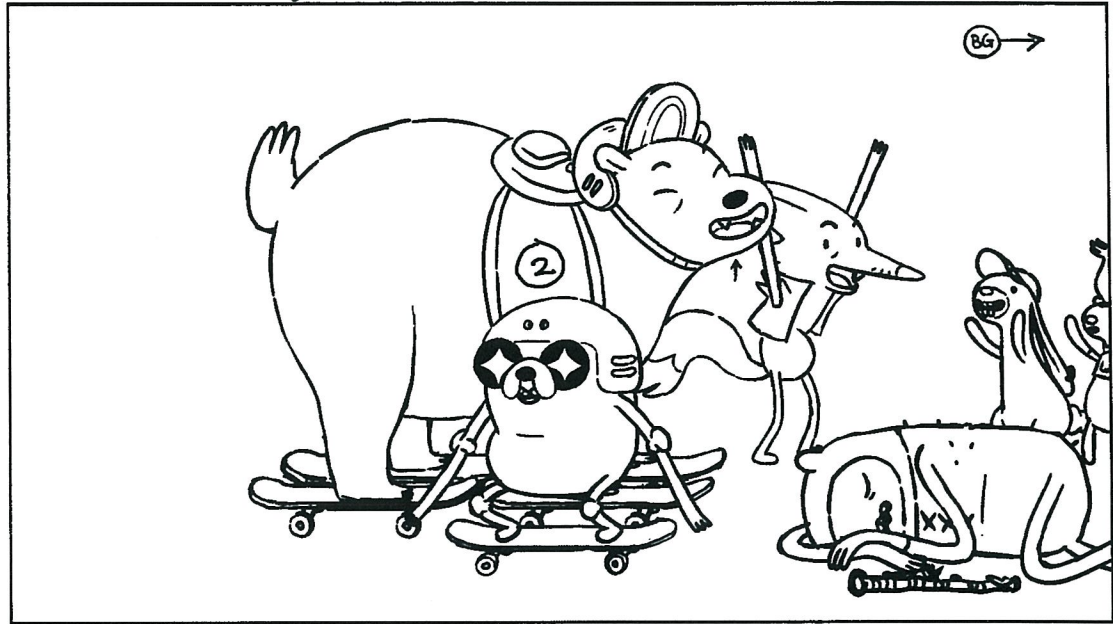


Page 186

Sc. 95 *cont* Pnl. G Bg. day night



Sc. 95 *cont* Pnl. H Bg. day night



Dialog:

Action: - JAKE JUMPS OVER SLEEPING FINN
- CAM (PAN) WITH JAKE SKATING

Timing:

(1) SICK! YEA! WOO!!

MAR 16 2016

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EPISODE #

1042 245

Production :

ADVENTURE TIME

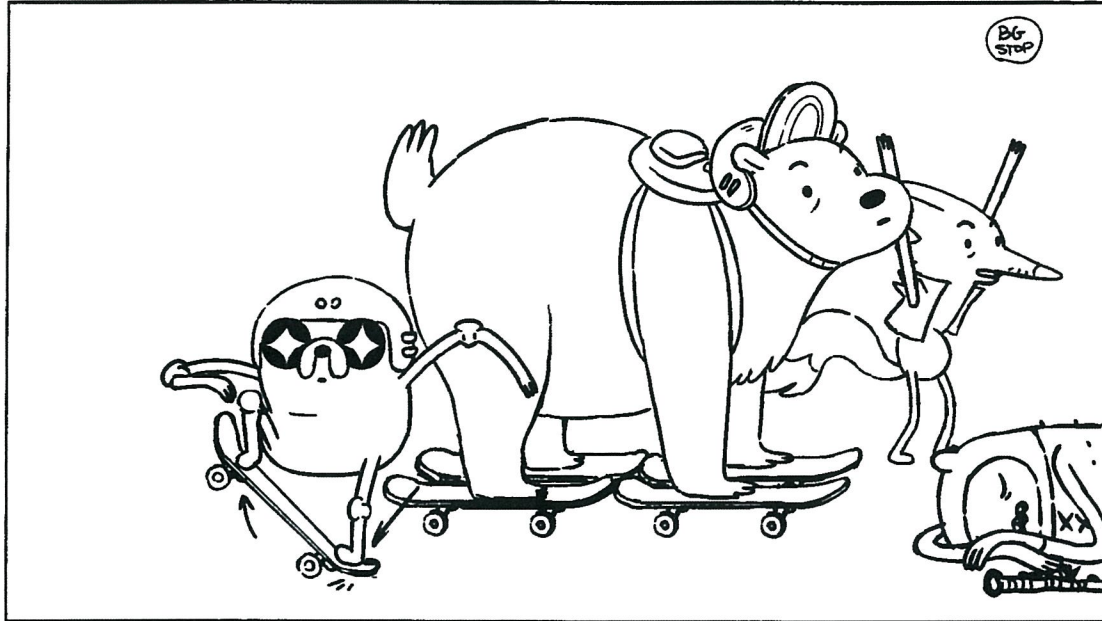


Page 187

Sc. 95 *cont* Pnl. I

Bg.

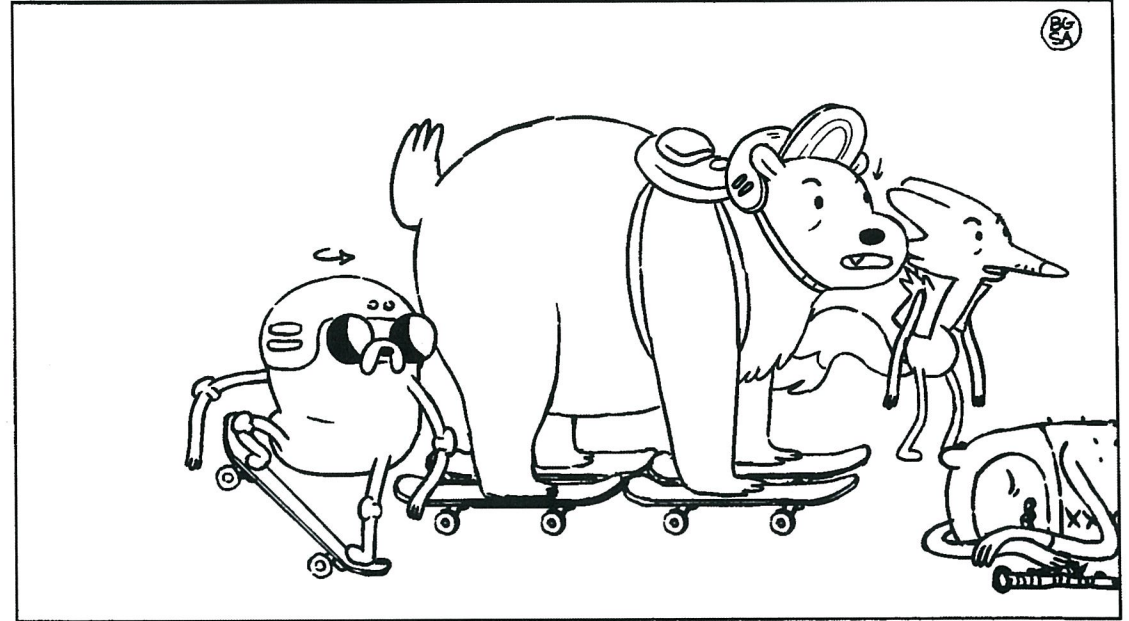
day night



Sc. 95 *cont* Pnl. J

Bg.

day night



Dialog:

③ (O.S.) WEAK! COFF! COFF!

Action:

- JAKE STOPS

- EVERYONE LOOKS

MAR 16 2016

Timing:

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Production :

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ADVENTURE TIME



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Sc. 96

Pnl. A

Bg.

day night



Sc. 96 *cont*

Pnl. B

Bg.

day night



Dialog:

ⓑ Coff!

Action:

MAR 16 2016

Timing:

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1042 245

Production :

1042 245

ADVENTURE TIME

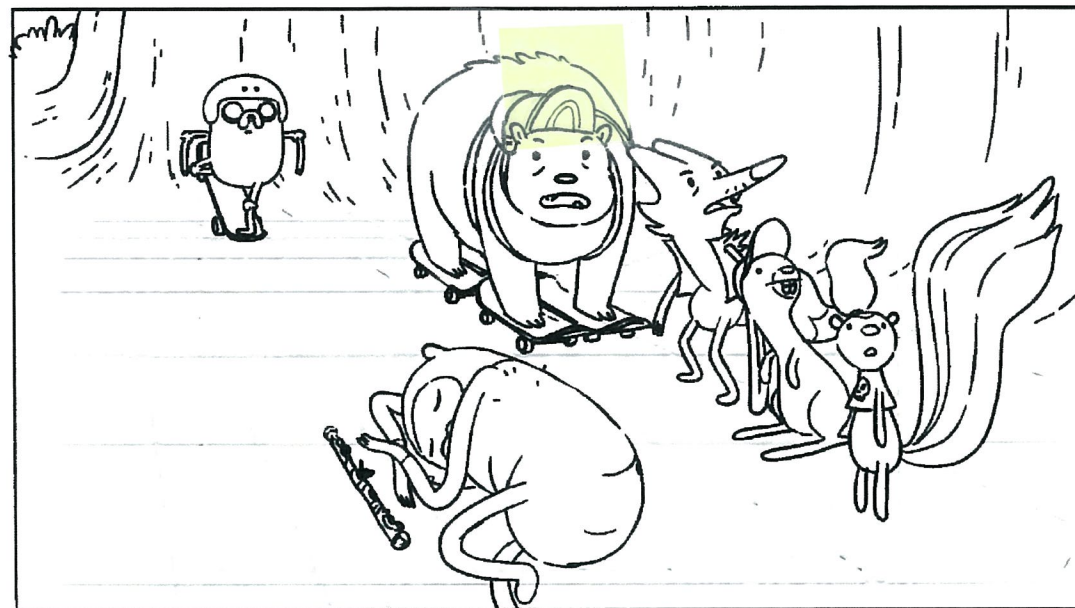


Page 189

Sc. 96 *cont* Pnl. C Bg. day night



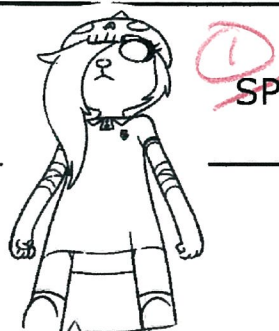
Sc. 97 Pnl. A Bg. day night



Dialog:

② I CAN SKATE WAY BETTER BETTER THAN YOU JAKE .

Action:



Timing:

MAR 16 2016

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Production :

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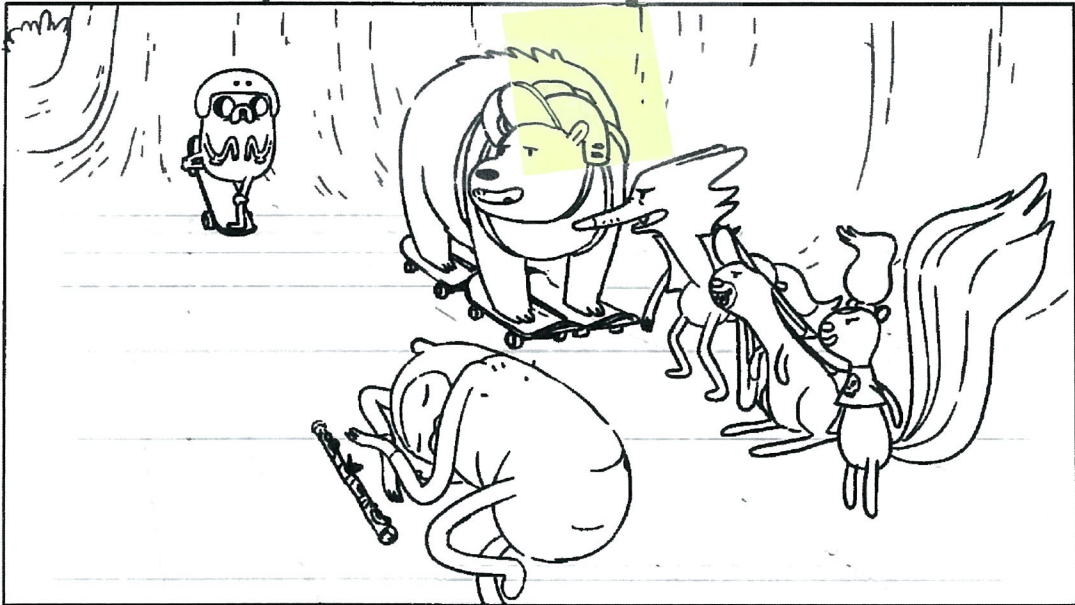
ADVENTURE TIME



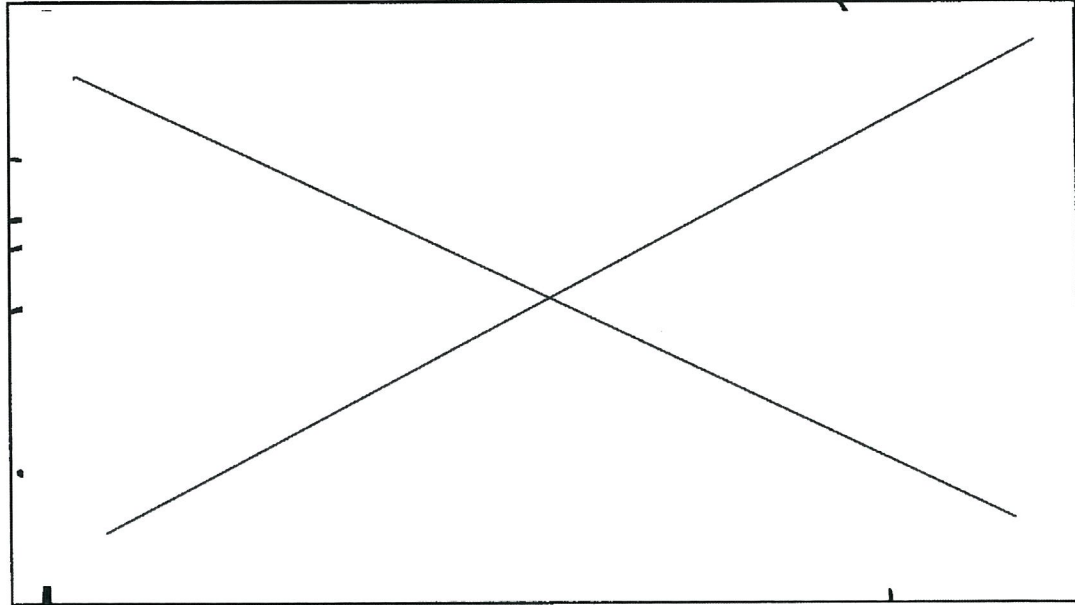
No scene 98

Page 110

Sc. 97 *cont* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(GANG) oooooo!!
Action:	
Timing:	

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ADVENTURE TIME



Sc. 99 Pnl. A Bg. day night



Sc. 99 *cont* Pnl. B Bg. day night



Dialog:	
Action:	BROWNYN FROWNS
Timing:	

MAR 16 2016

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Production :

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ADVENTURE TIME



Page 192

Sc. 100

Pnl. A

Bg.

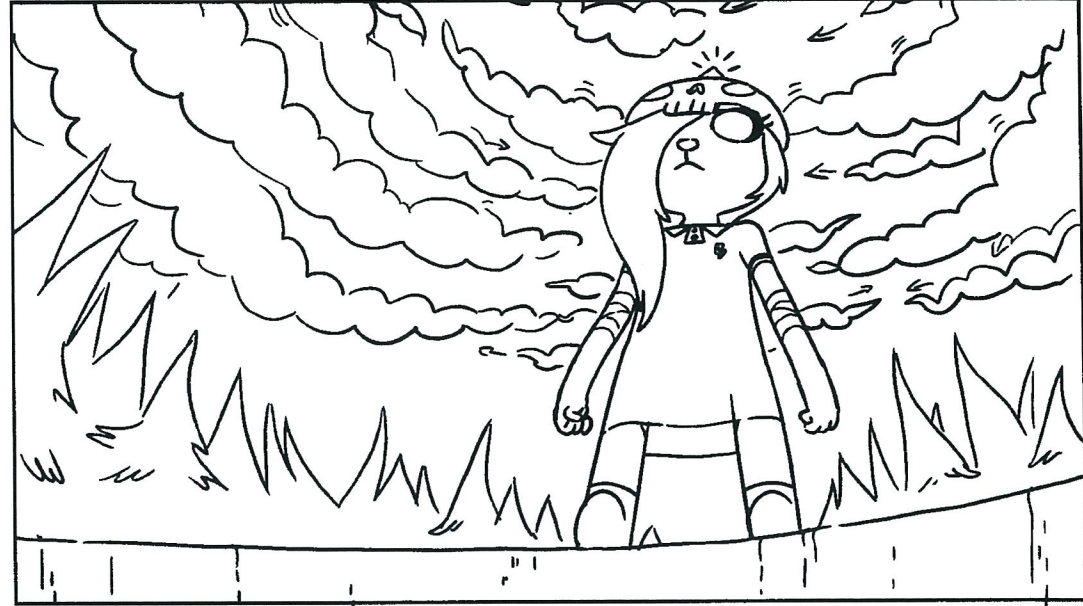
day night



Sc. 100 *const* Pnl. B

Bg.

day night



Dialog:

SFX: HUMMM...

Action:

- (B)'S HORN GLOWS
- CLOUDS GATHER AND GROW RAPIDLY

MAR 16 2016

Timing:

1042-245

EPISODE #

Production :

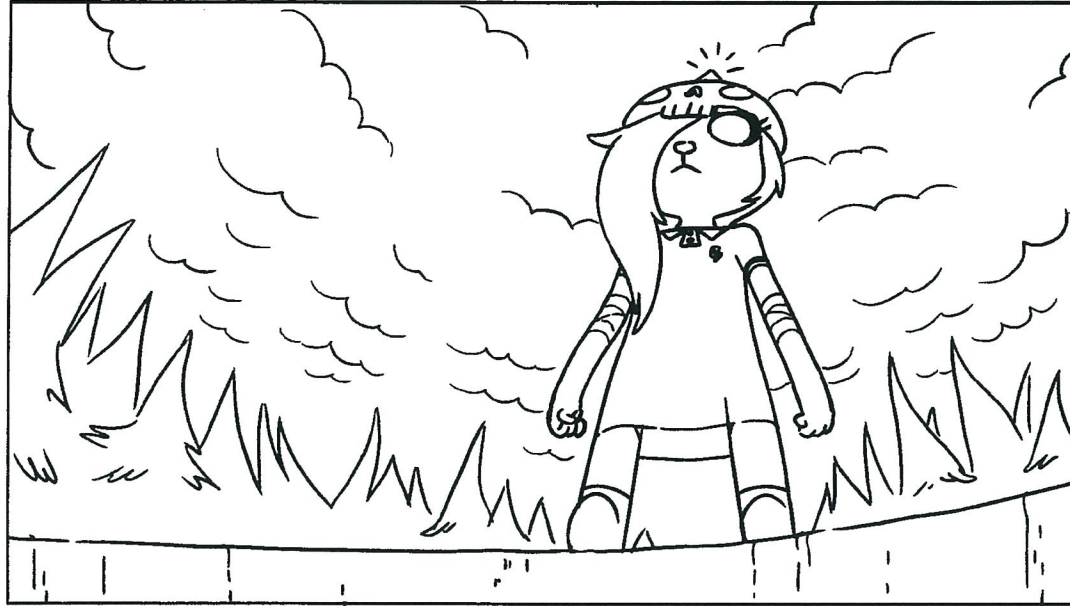
1042 245

ADVENTURE TIME



Page 193

Sc. 100 *cont* Pnl. C Bg. day night

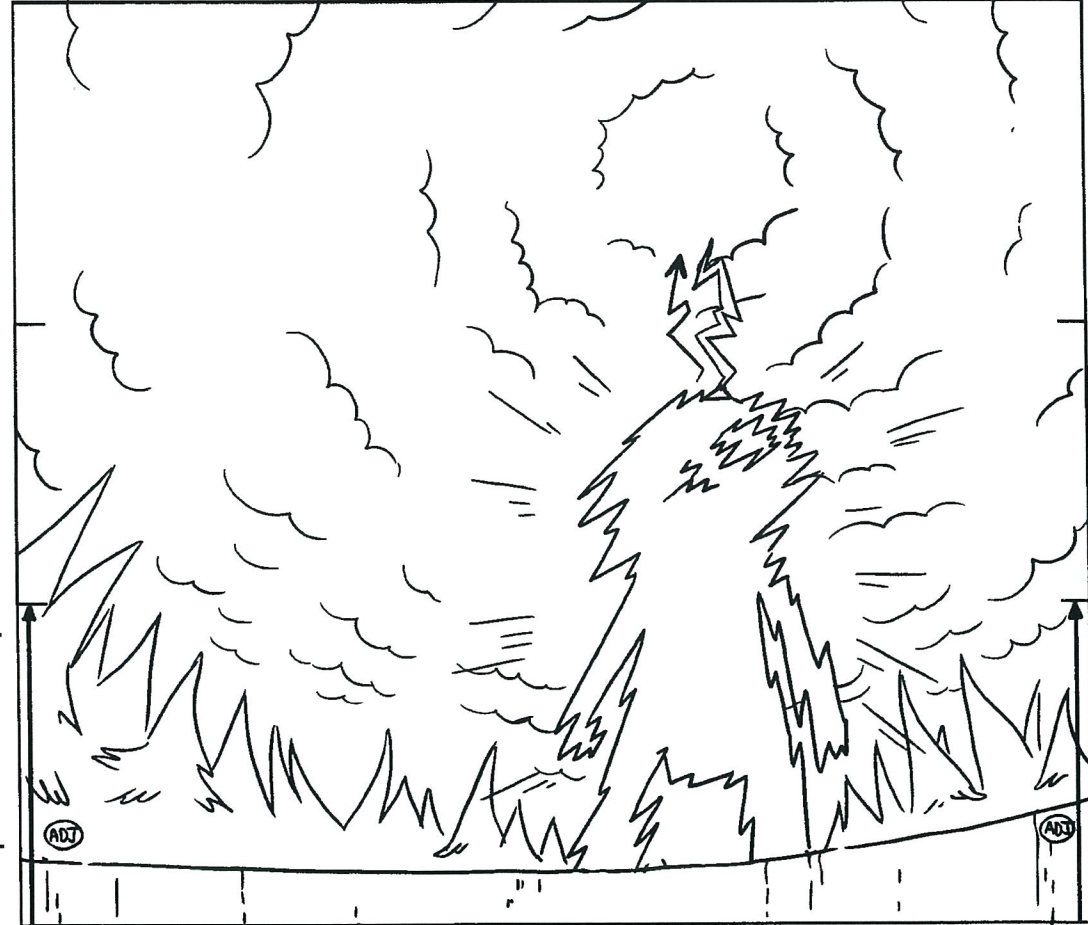


Dialog: SFX: HUMMM...

Action: -CLOUDS COMPLETELY COVER SKY

Timing:

Sc. 100 *cont* Pnl. D Bg. day night



SFX: BZZZT!!

MAR 16 2016

-BRONHWN'S BODY TURNS INTO ELECTRICITY AND SHOOTS UP TO THE CLOUDS FROM HER HORN

EPISODE # 1042-245

Production :

042 245

1042 245

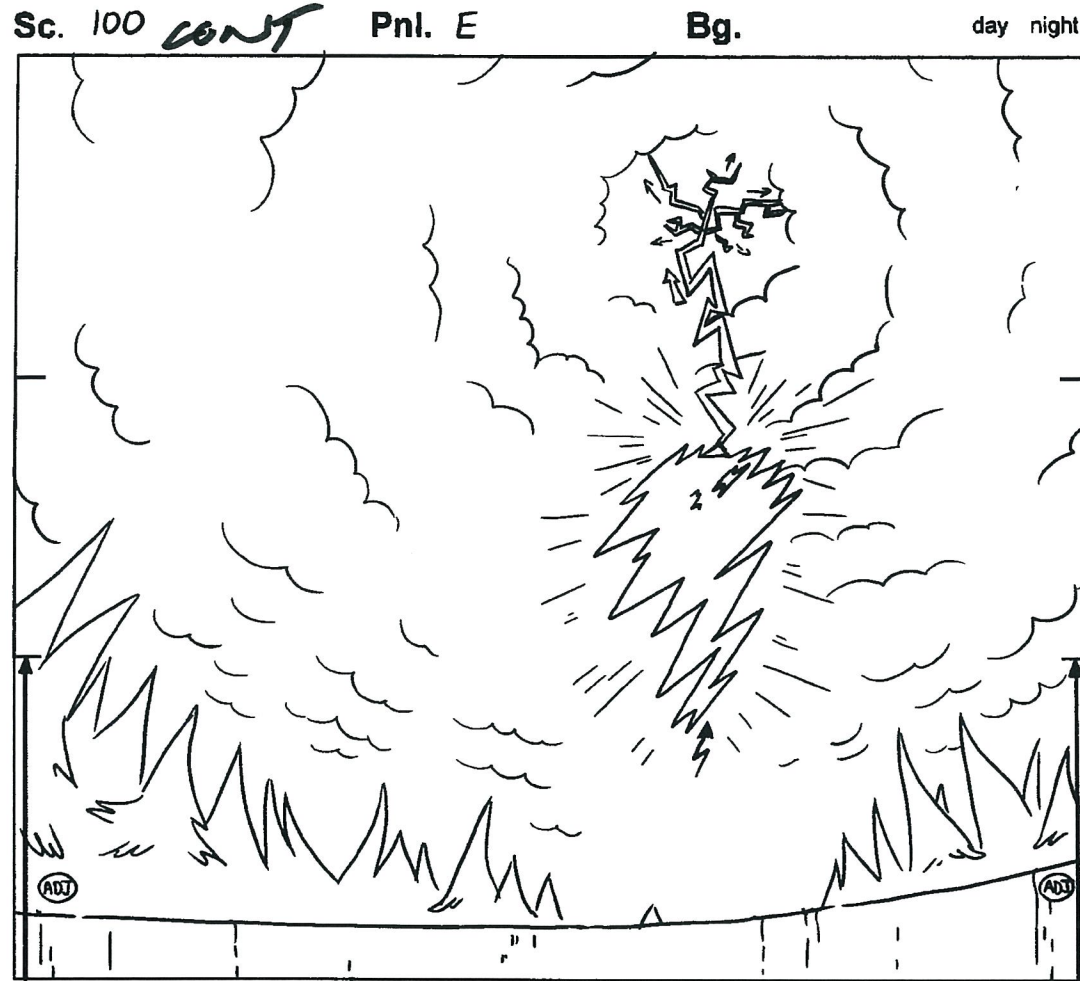
1042 245

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ADVENTURE TIME

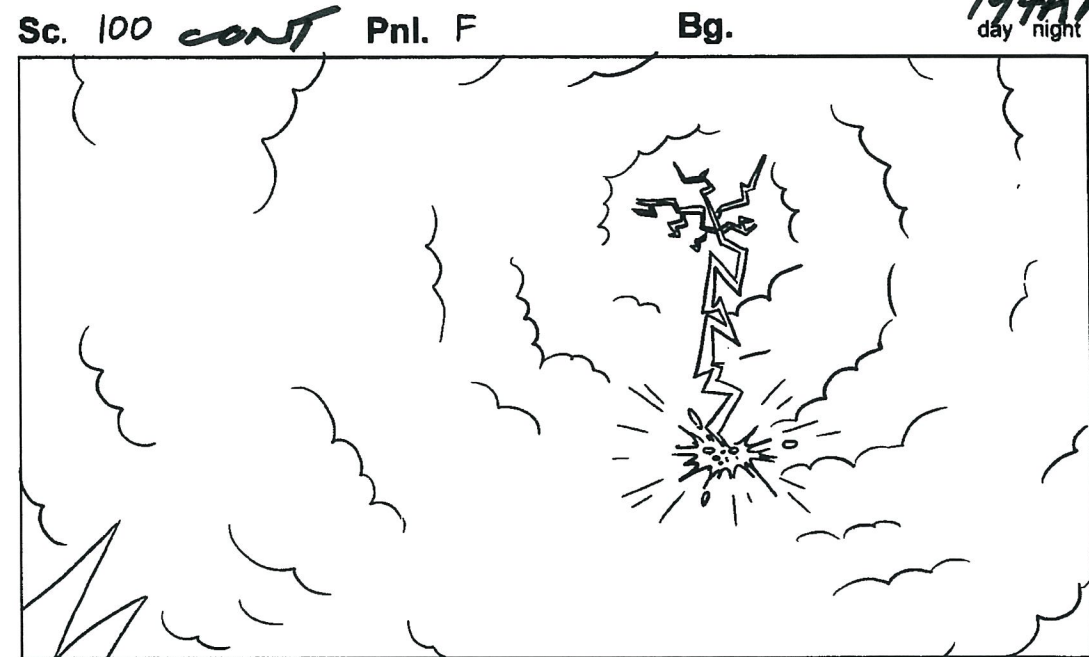


Page 194
194A NEXT
day night



SFX: *CRACKLE POW*

Timing:



SFX: POW!

-HORN EXPLODES AFTER ELECTRIFIED (B) SUCKS
UP INTO HORN

MAR 16 2016

EPISODE # 1042-245

Production :

1042 245

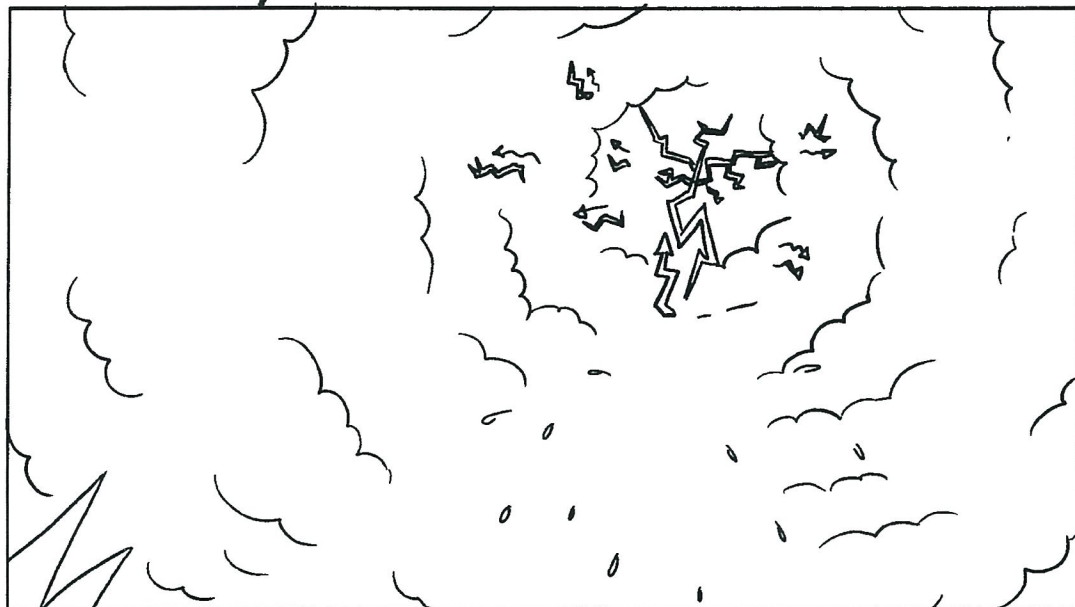
1042 245

ADVENTURE TIME



Page 194 A
195 MAY
day night

Sc. 100 *cont* Pnl. G Bg. day night



Sc. 100 *cont* Pnl. H Bg. day night



Dialog:

SFX: *CRACKLE POW*

Action:

Timing:

MAR 16 2016

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EPISODE #

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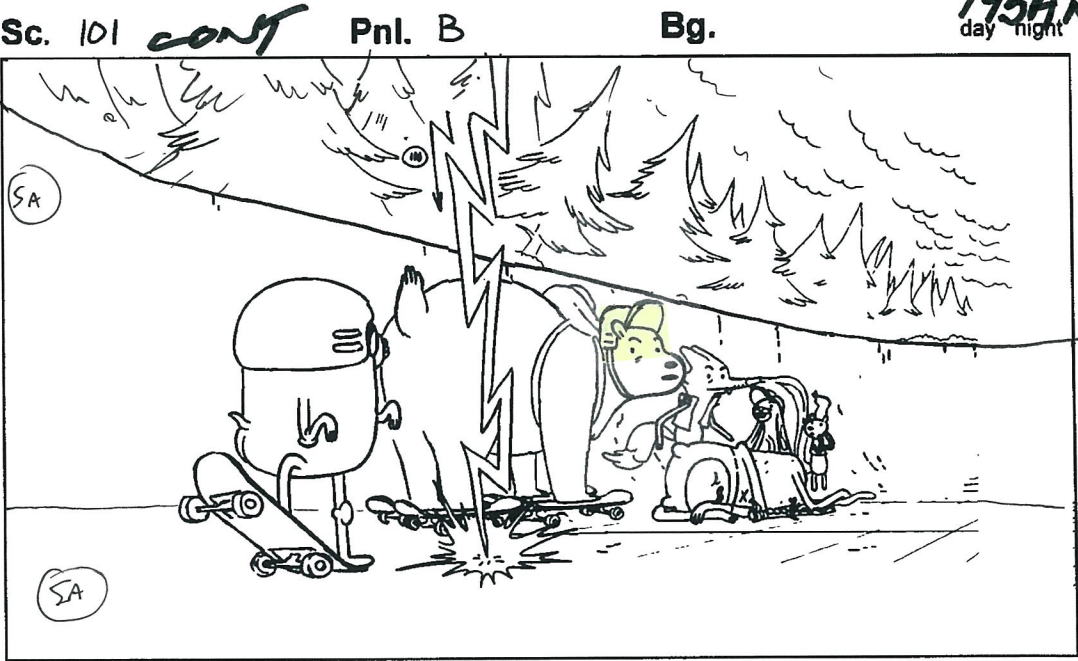
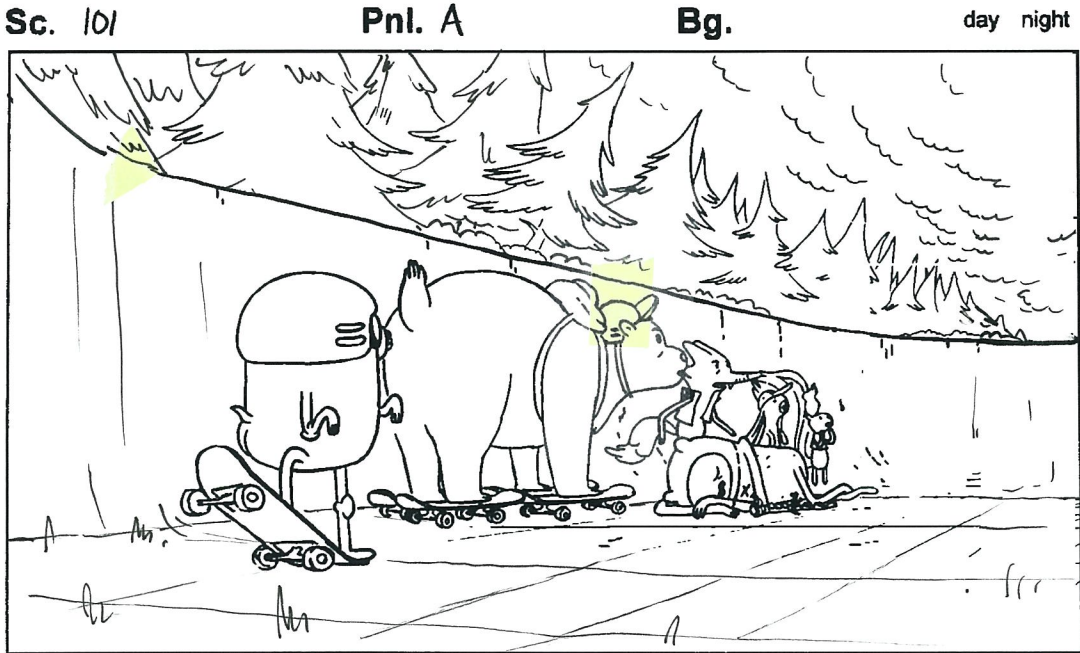
Production :

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1042 245

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ADVENTURE TIME



Dialog:	SFX: Pow!
Action:	Ⓑ AS LIGHTNING STRIKES IN FRONT OF JAKE. MAR 16 2016
Timing:	

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EPISODE #
1042 245
Production :

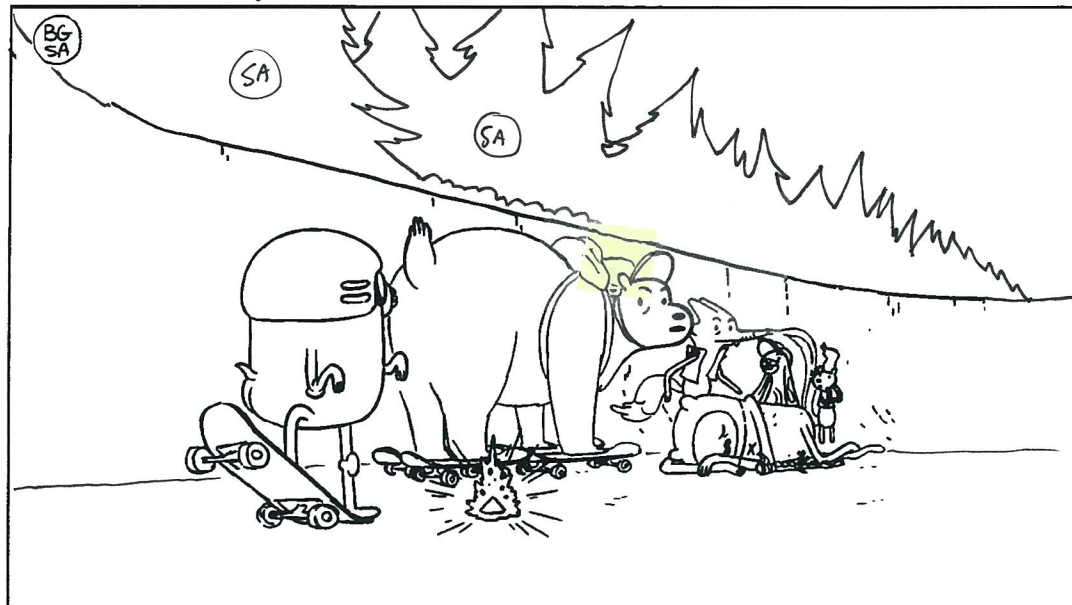
1042 245

ADVENTURE TIME

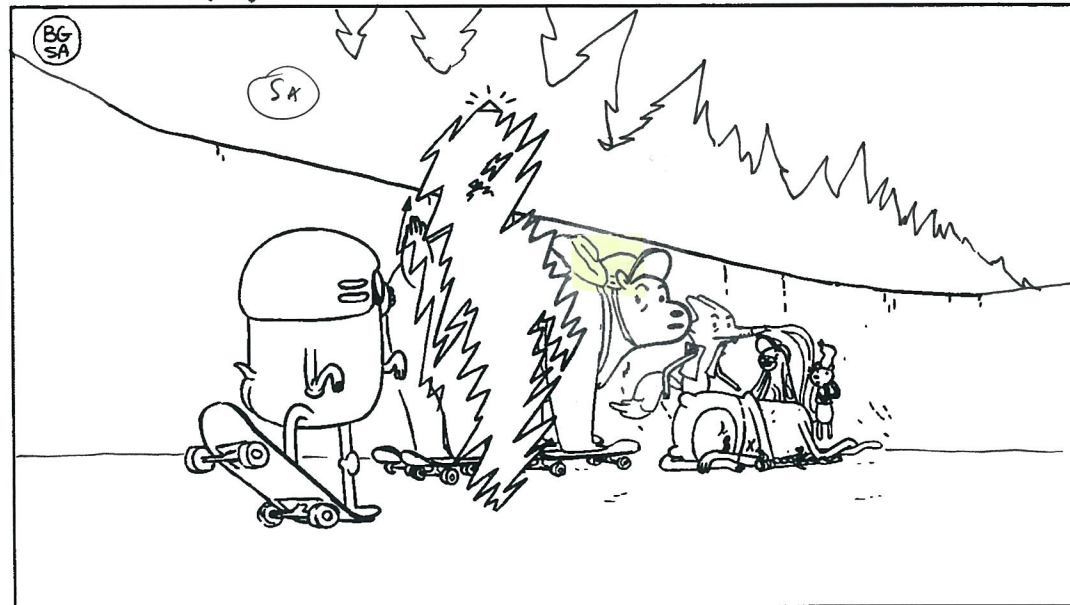


Page 195A
195B NEXT
day night

Sc. 101 *cont* Pnl. C Bg. day night



Sc. 101 *cont* Pnl. D Bg. day night



Dialog:

SFX: CRACKLE! VOOM

Action:

BRONWYN'S HORN REFORMS

ⓑ's HORN SHOOTS UP WITH ELECTRICITY
RE-FORMING ⓑ

MAR 16 2016

Timing:

EPISODE # 1042-245

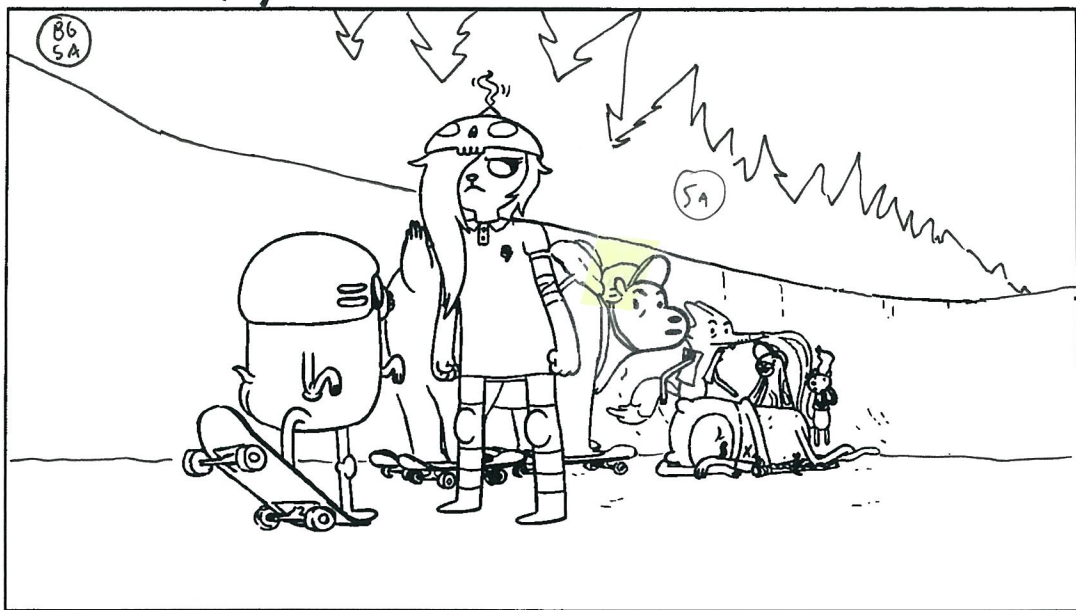
Production :

1042 245

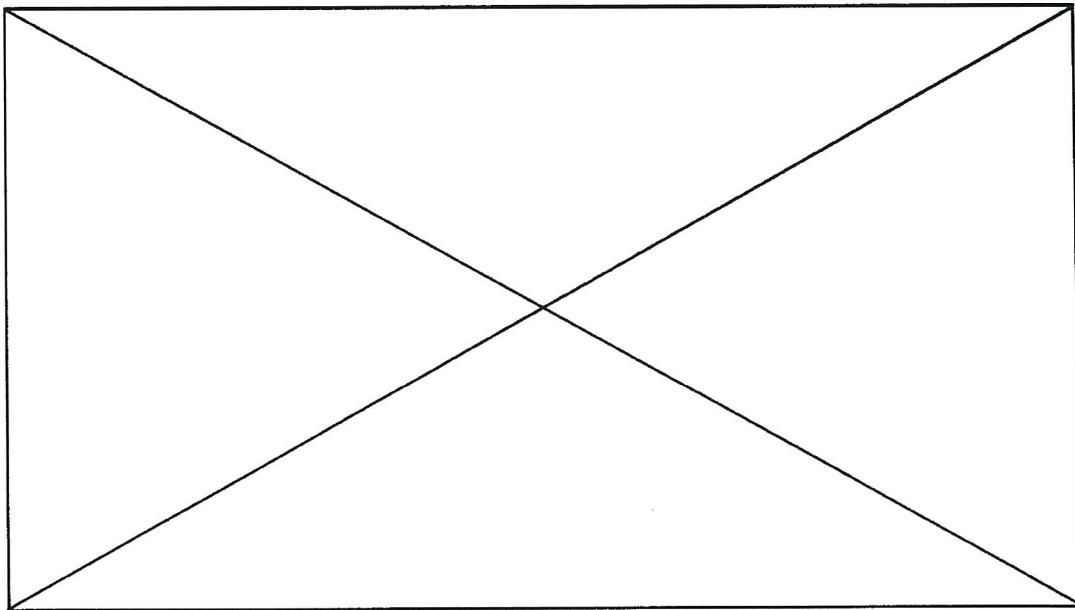
ADVENTURE TIME



Sc. 101 CONT Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

MAR 16 2016

EPISODE # 1042-245

Production :

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1042 245

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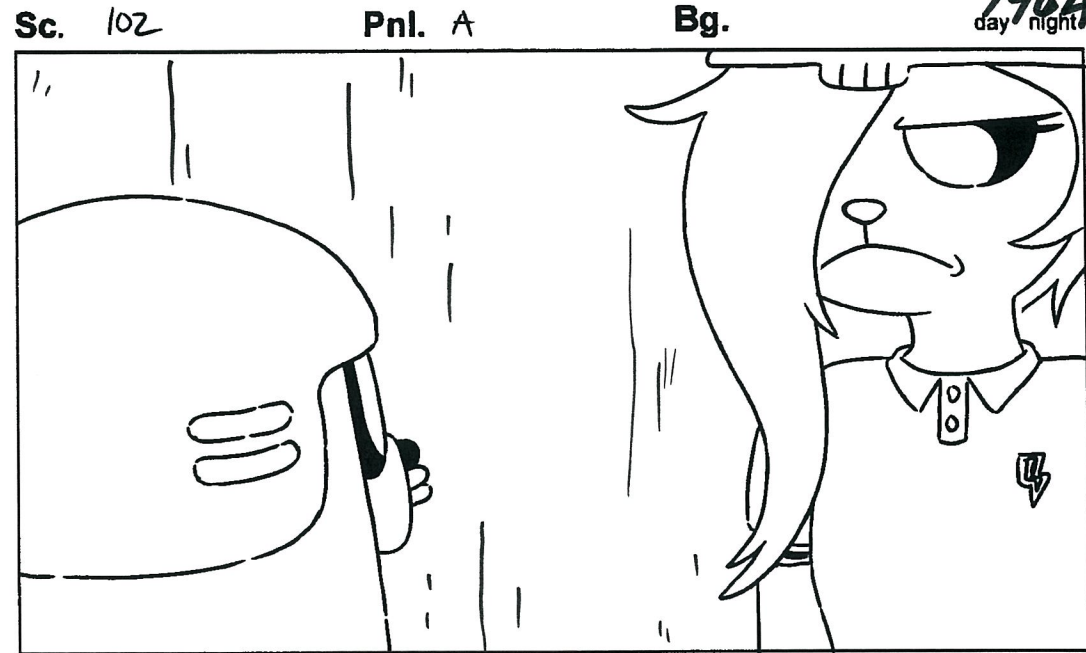
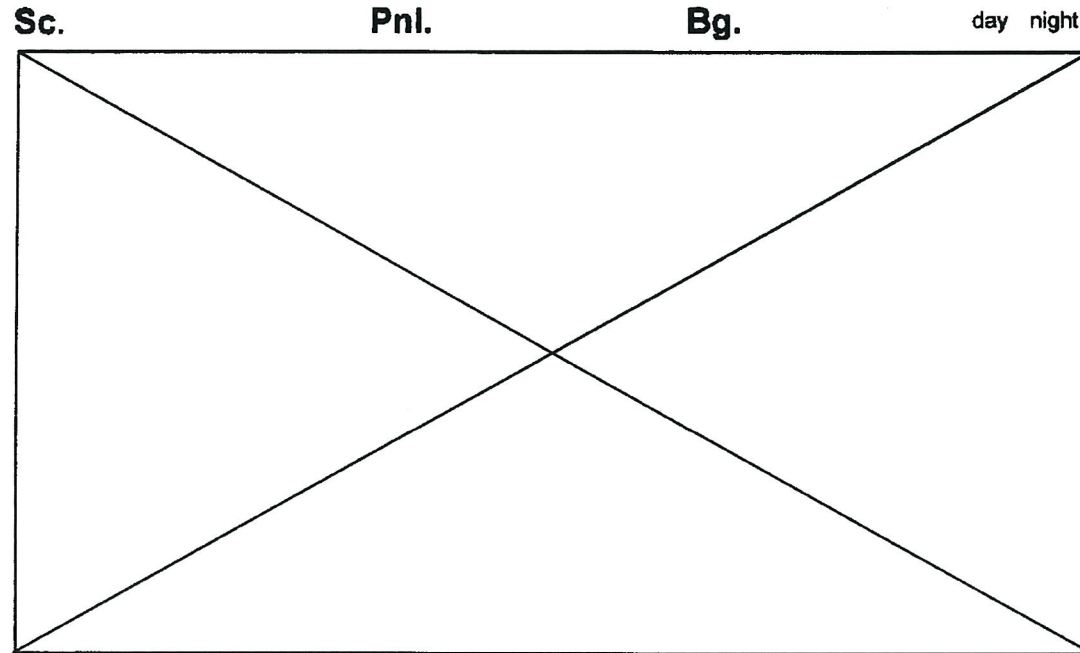
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ADVENTURE TIME



Page 196

196A NEXT
day night



Dialog:
Action:
Timing:

MAR 16 2016

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Production :

ADVENTURE TIME



Page 196A
197 NEXT
day night

Sc. 102 CONT Pnl. B Bg. day night



Sc. 102 CONT Pnl. C Bg. day night



Dialog:	ⓑ I CHALLENGE YOU TO A THRASH OFF.	ⓑ ≡ COUGH ≡
Action:		
Timing:		

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Production :

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ADVENTURE TIME



Sc. 102 *CONT* Pnl. D Bg. day night Sc. Pnl. Bg.

Page 197
197A NEXT
day night



Dialog:	(GANG) OOH!!
Action:	(ADJ) → TO GANG FLIPPING OUT AND FINN WAKING UP. <div>MAR 16 2016</div>
Timing:	

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Production :

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1042 245

ADVENTURE TIME

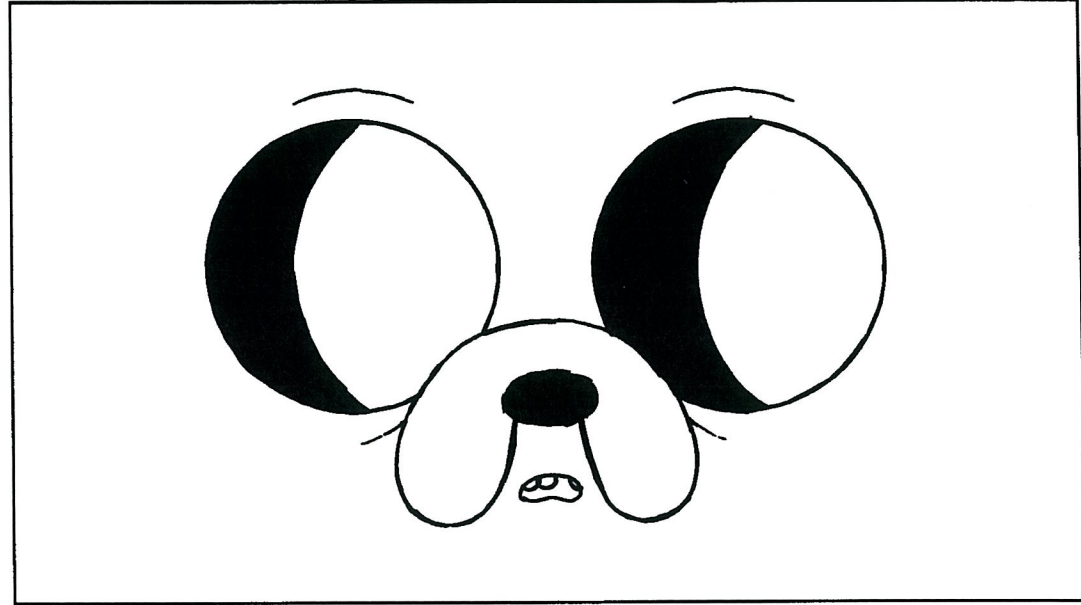


Page 197A
198197
day night

Sc. 102 *cont* Pnl. E Bg. day night



Sc. 103 Pnl. A Bg. day night



Dialog:

(F) BUH?

(B) (O/S) THE WINNER IS DECLARED --

Action:

- FINN SITS UP.

MAR 16 2016

Timing:

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Production :

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ADVENTURE TIME

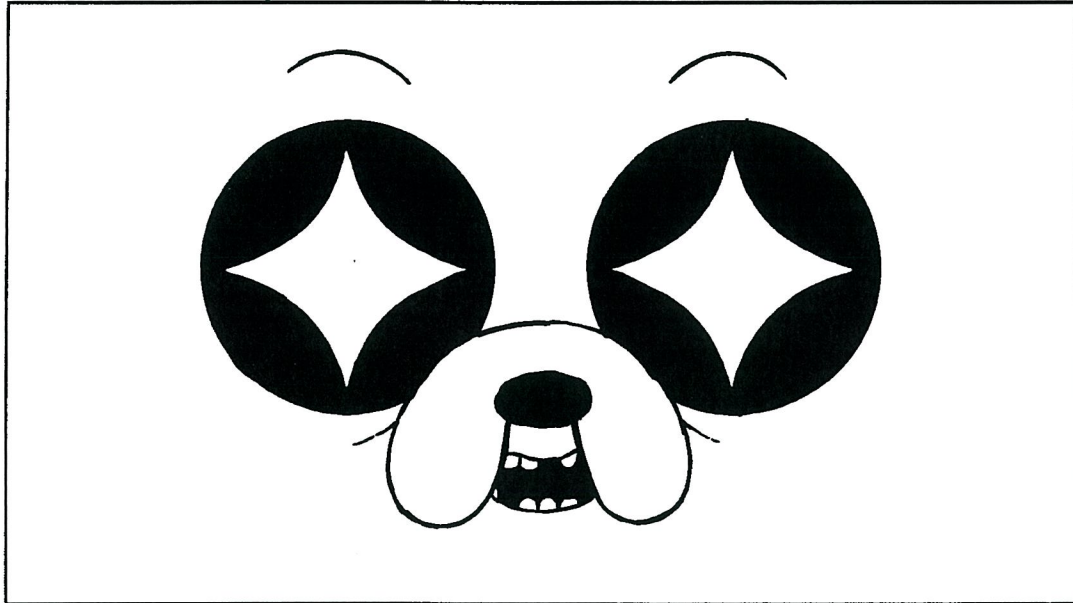


Page 198

Sc. 103 *cont* Pnl. B

Bg.

day night

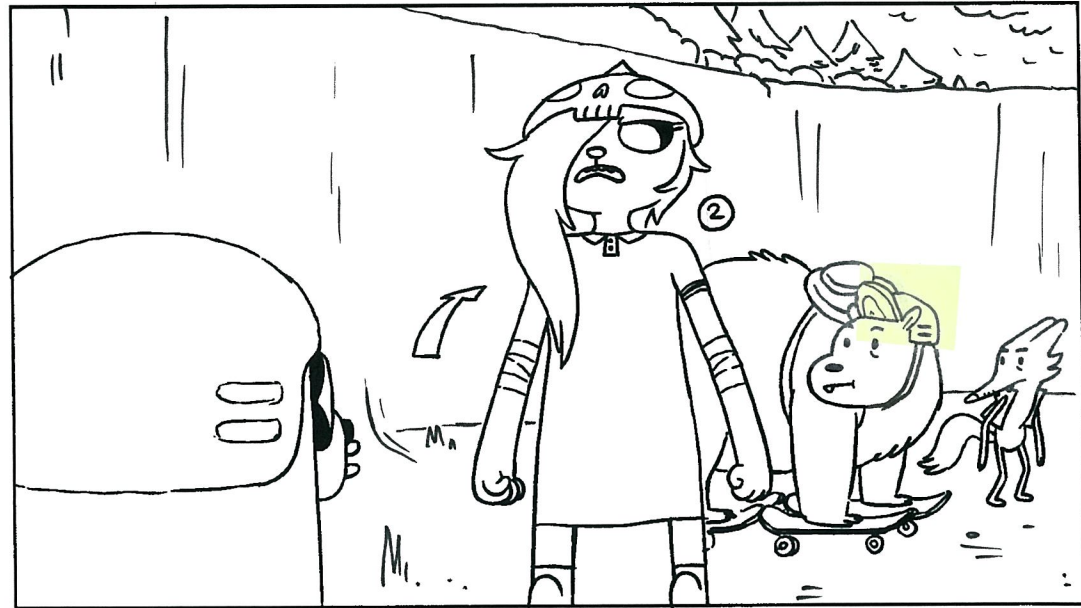


Sc. 104

Pnl. A

Bg.

day night



Dialog:

ⓑ (OS) - UNDENIABLY COOL.

Action:

Timing:



ⓑ THE LOSER IS BANNED FROM THE SKATE PARK.

MAR 16 2016

1042-245

EPISODE #

1042 245

Production :

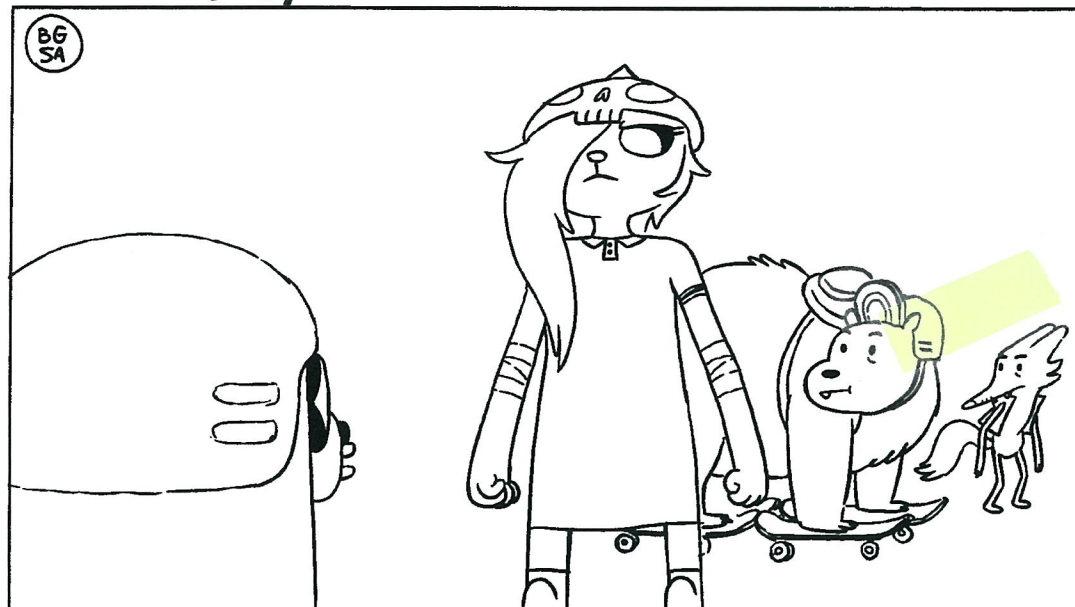
1042 245

ADVENTURE TIME



Page 199

Sc. 104 *cont* Pnl. B Bg. day night



Sc. 104 *cont* Pnl. C Bg. day night



Dialog:

J I CAN LIVE WITH THAT!

B WHATEVER, ..

Action:

- B. SKATES OFF/S

MAR 16 2016

Timing:

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Production :

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1042 245

ADVENTURE TIME

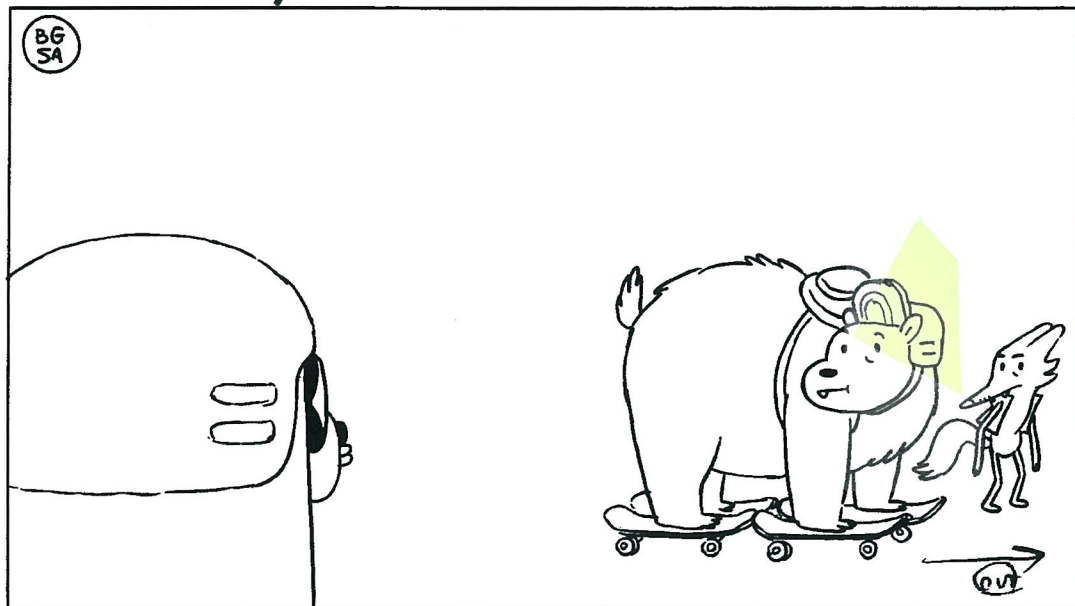


Page 200

Sc. 104 *cont* Pnl. D

Bg.

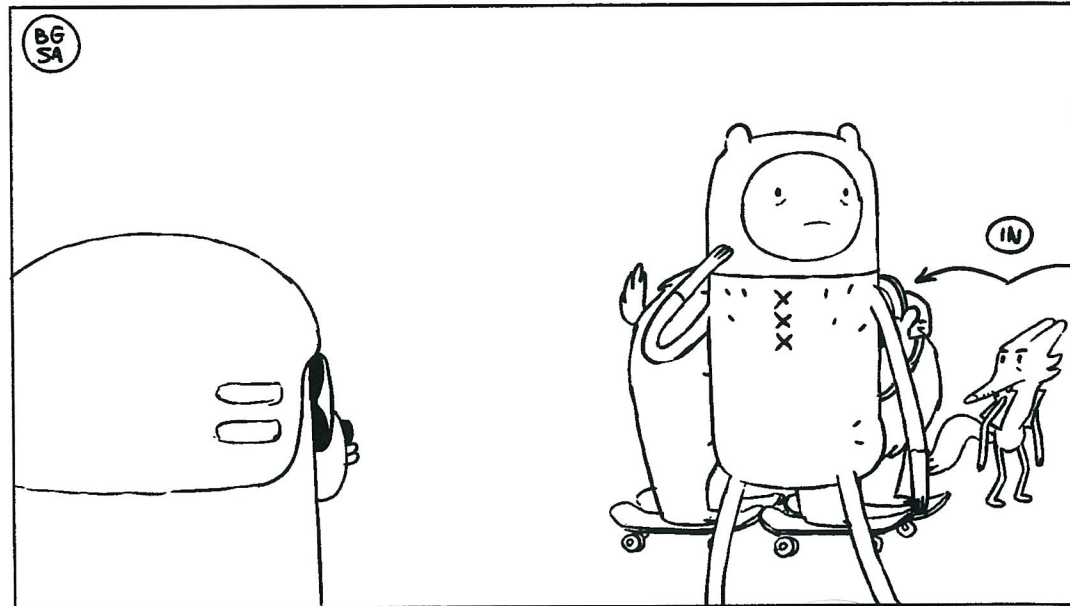
day night



Sc. 104 *cont* Pnl. E

Bg.

day night



Dialog:

(B) [SMALL COUGH]

Action:

-F. WALKS ON/S.

MAR 16 2016

Timing:

BG
SA

EPISODE # 1042-245

Production :

1042 245

1042 245

1042 245

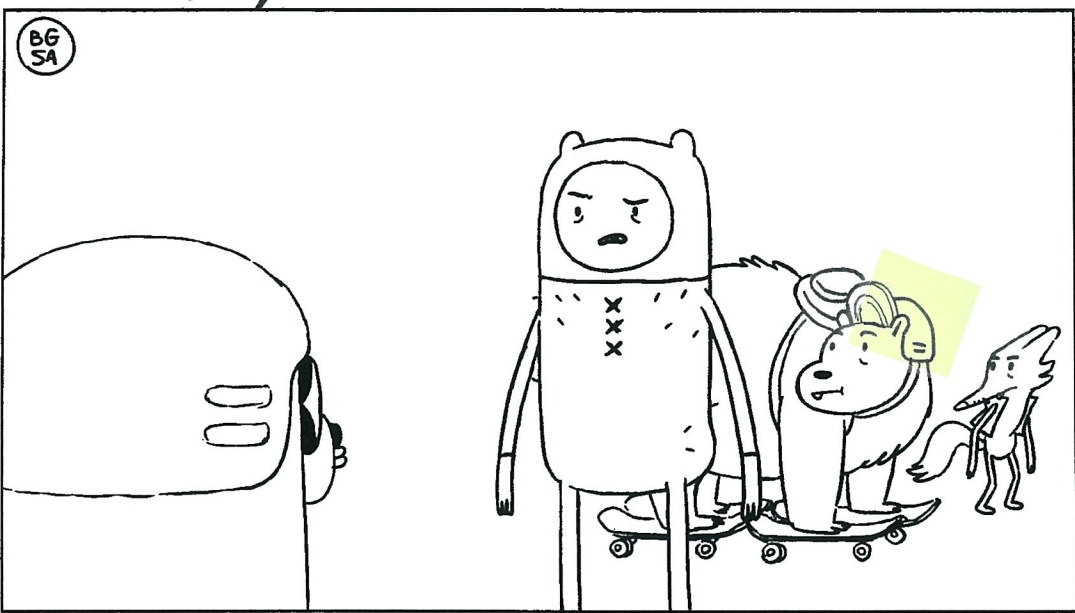
1042 245

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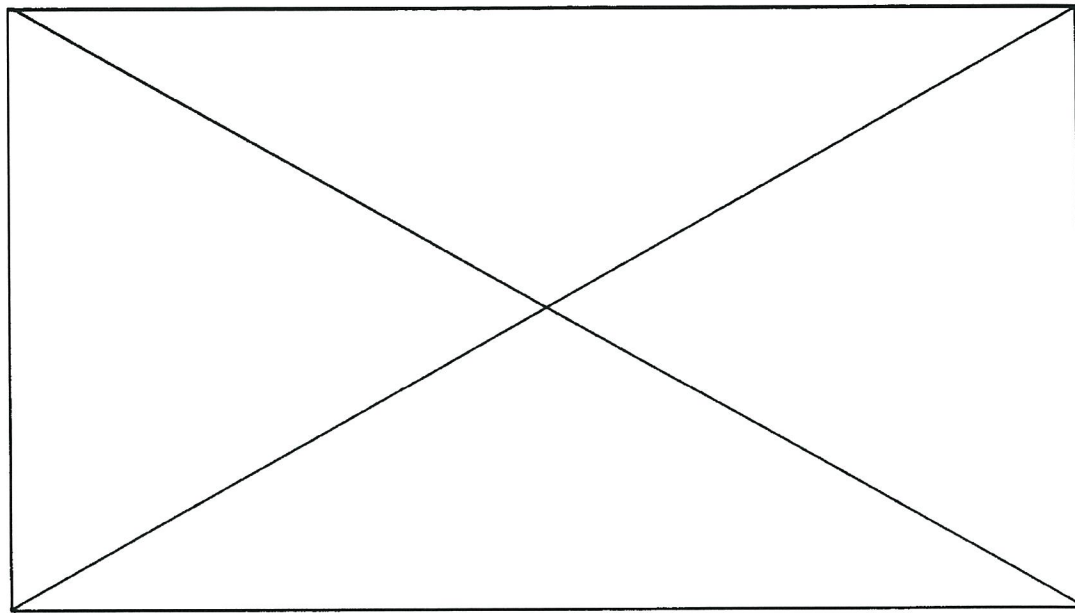
ADVENTURE TIME



Sc. 104 *cont* Pnl. F Bg. day night



Sc. Pnl. Bg. day night



Dialog:	ⓔ DUDE, YOU'RE REALLY GONNA BAN YOUR OWN GRANDAUGHTER FROM HER OWN SKATEPARK
Action:	MAR 16 2016
Timing:	

1042-245

EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME



Page 201A

202 NET

Sc.

Pnl.

Bg.

day night

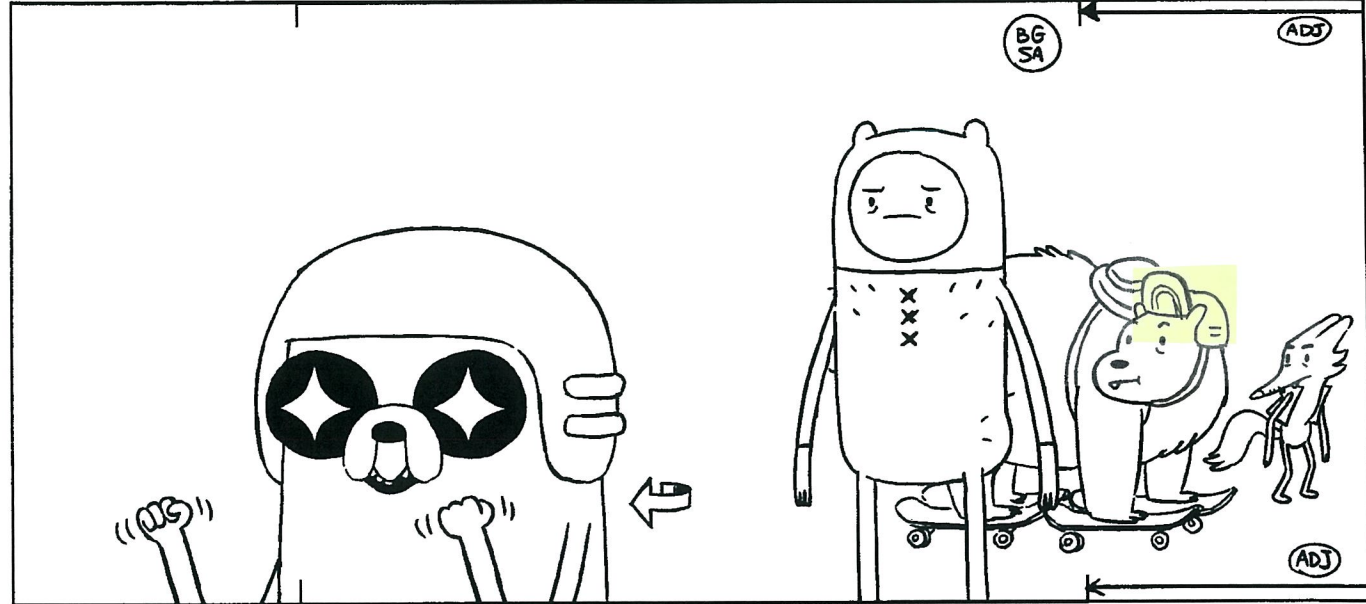
Sc.

104

CONT

Pnl. G

Bg.



Dialog:

⑤ MAN, I HOPE SO ...

Action:

(ADJ) WITH JAKE'S TURN

Timing:

MAR 16 2016

EPISODE #

1042-245

Production :

1042 245

1042 245

ADVENTURE TIME



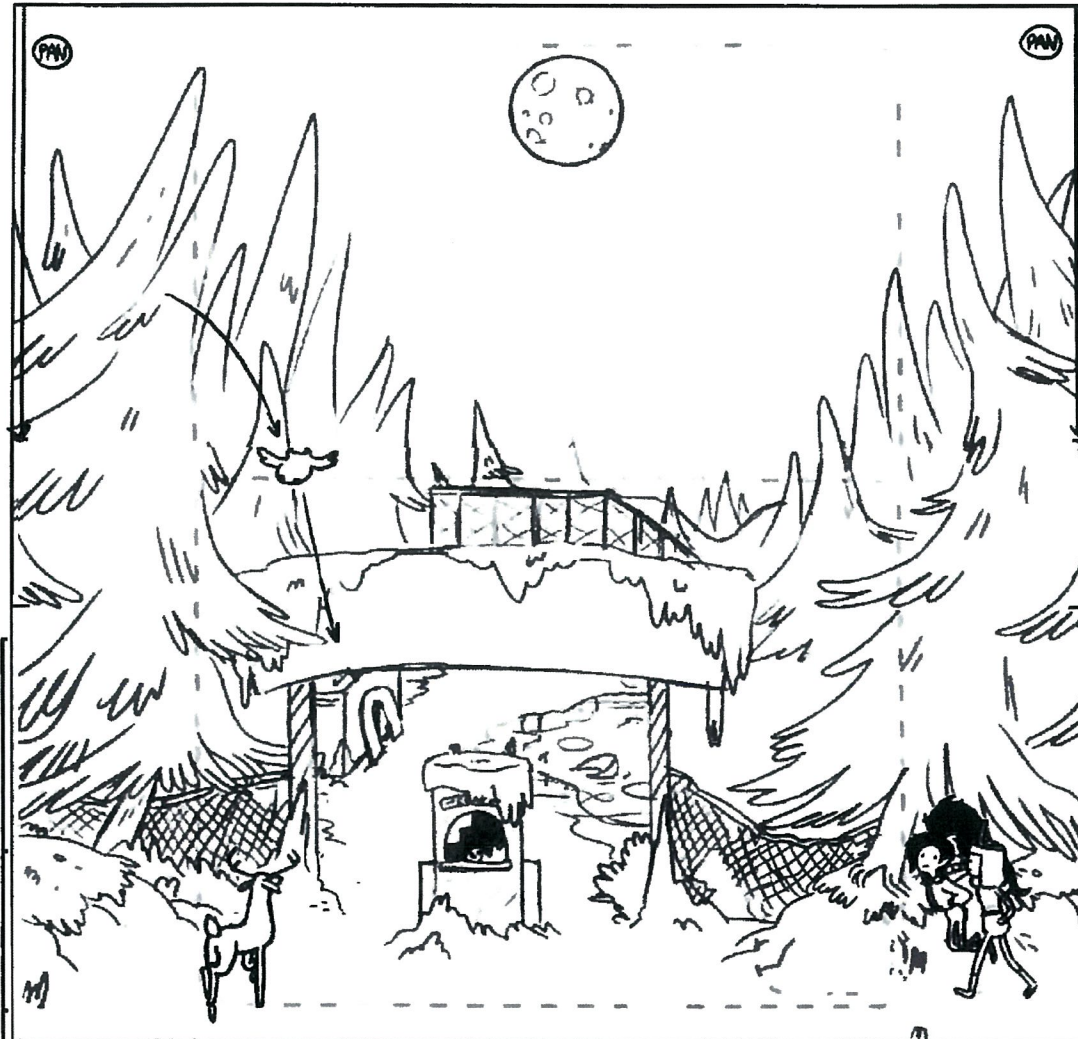
Page 202

Sc. 105

Pnl. A

Bg.

day night



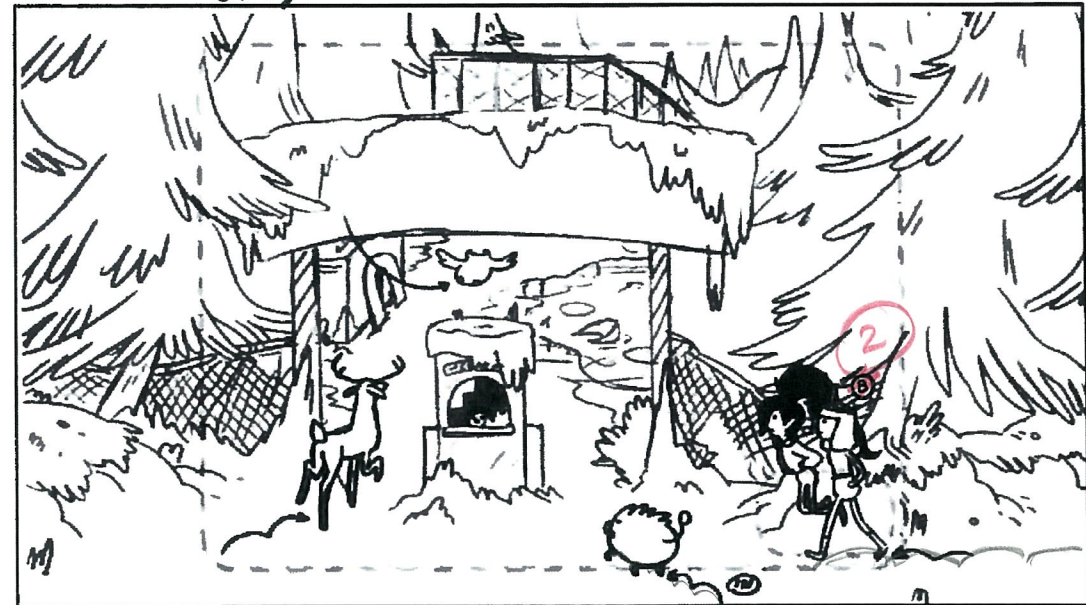
LATER THAT NIGHT, SEE TOP OF ROLLER COASTER

Sc. 105 *cont*

Pnl. B

Bg.

day night



- **PAN** DOWN
- FOREST ANIMALS SCAMPER INTO PARK. (M) + (PB) ARE WALKING BY AND NOTICE.

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Production :

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ADVENTURE TIME



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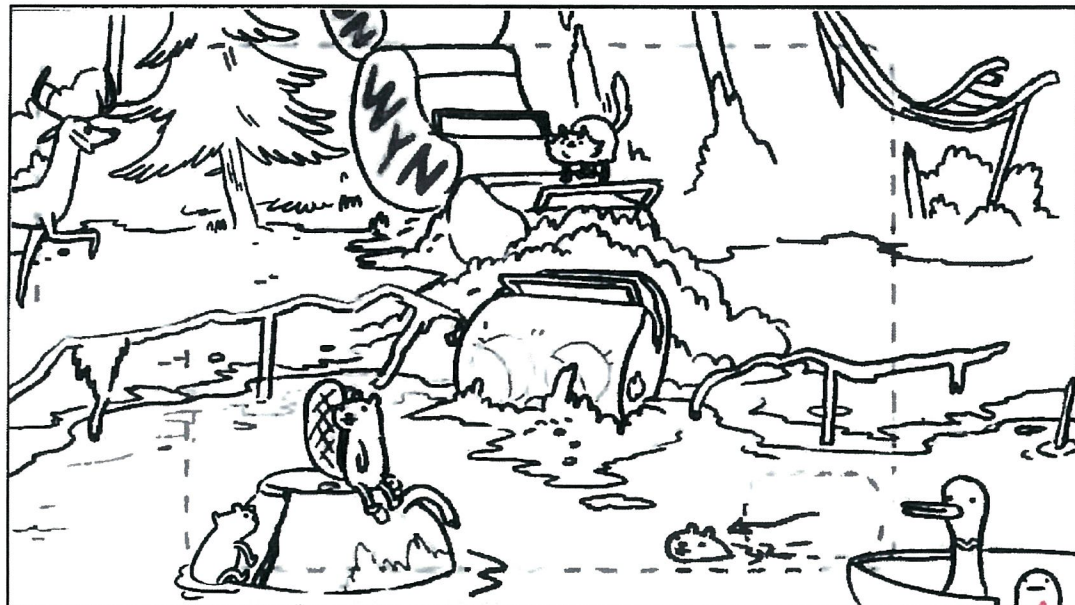
203A-NEXT

Sc. 106

Pnl. A

Bg.

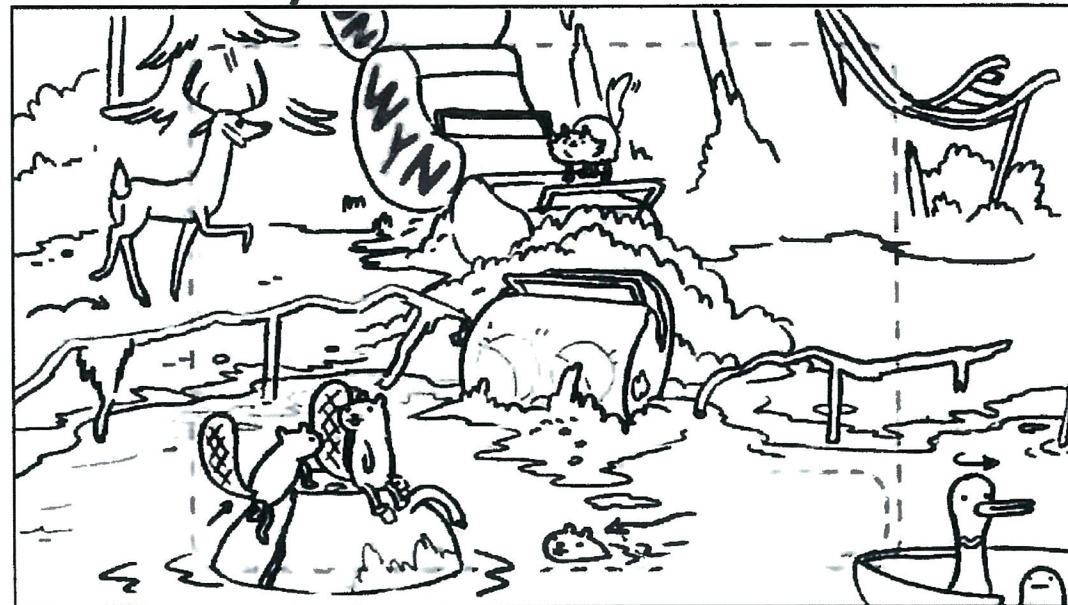
day night



Sc. 106 cont

Pnl. B

Bg.



Dialog:

SFX: [CROWD BANTER]

ANIMAL #1

Action:

- SHOTS OF ANIMALS GETTING SEATS
TO WATCH COMPETITION.

MAR 16 2016

Timing:

1042-245

EPISODE #

Production :

1042 245

ADVENTURE TIME

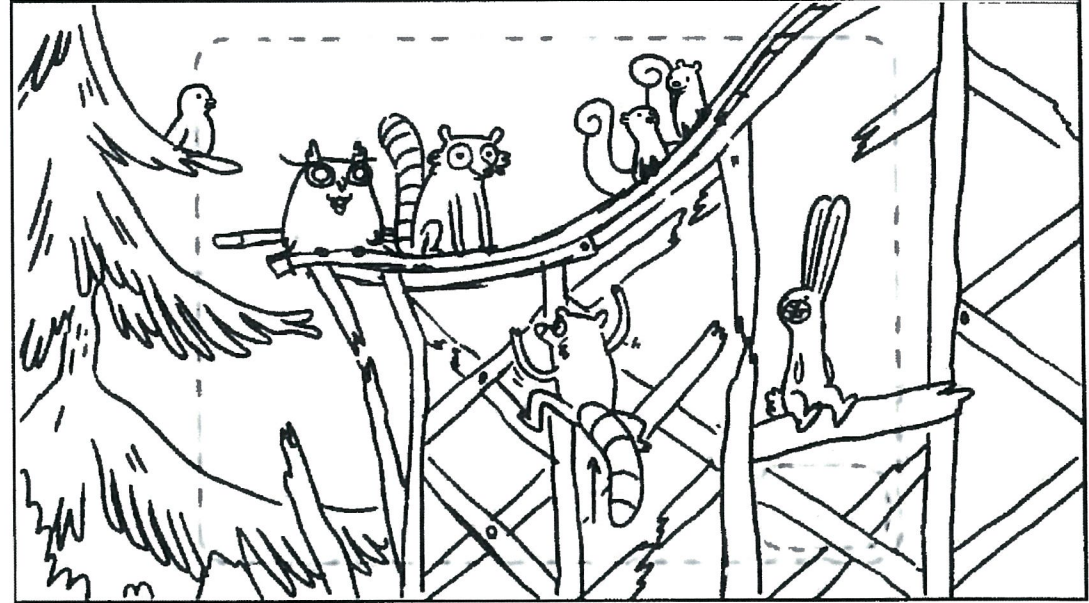


Page 203A

Sc. 107 Pnl. A Bg. day night



Sc. 107 *cont* Pnl. B Bg. day night



Dialog:

SFX : [CROWD BANTER]

Action:

SHOTS OF ANIMALS GETTING SEATS
TO WATCH COMPETITION.

MAR 16 2016

Timing:

1042-245

EPISODE #

Production :

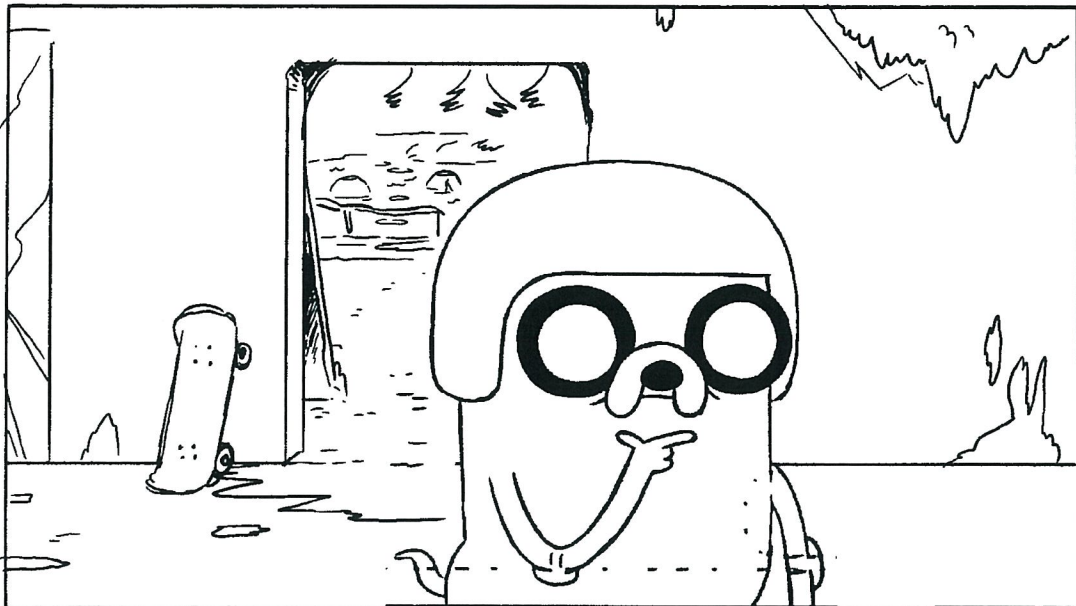
1042 245

ADVENTURE TIME

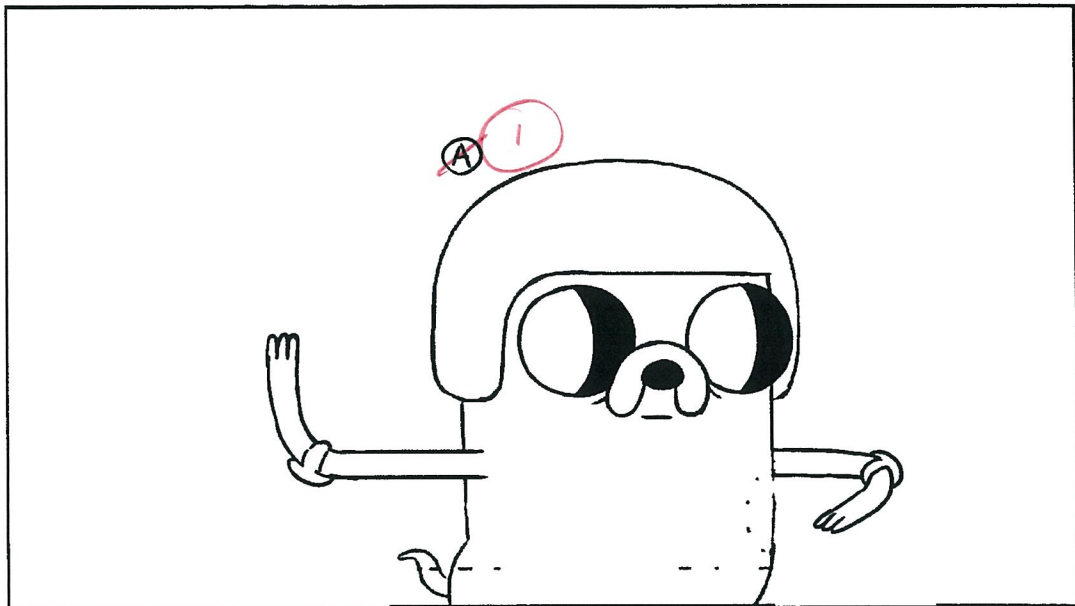


Page 204
204A NEXT
day night

Sc. 108 Pnl. A Bg. day night



Sc. 108 cont Pnl. B Bg. day night



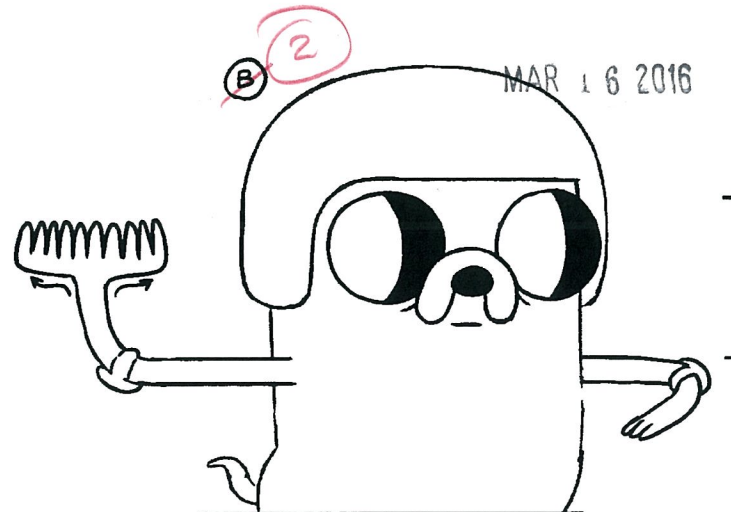
Dialog:

③ HMM.

Action:

- J. STRETCHES
HAND TO COMB.

Timing:



1042-245

EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME

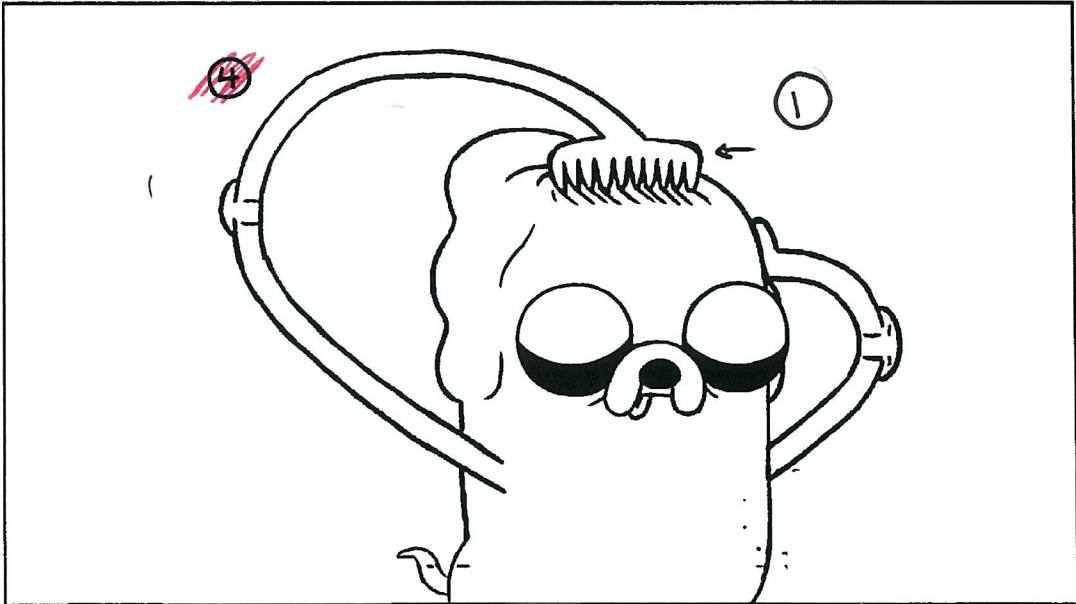


Page 204A
205 NEXT
day night

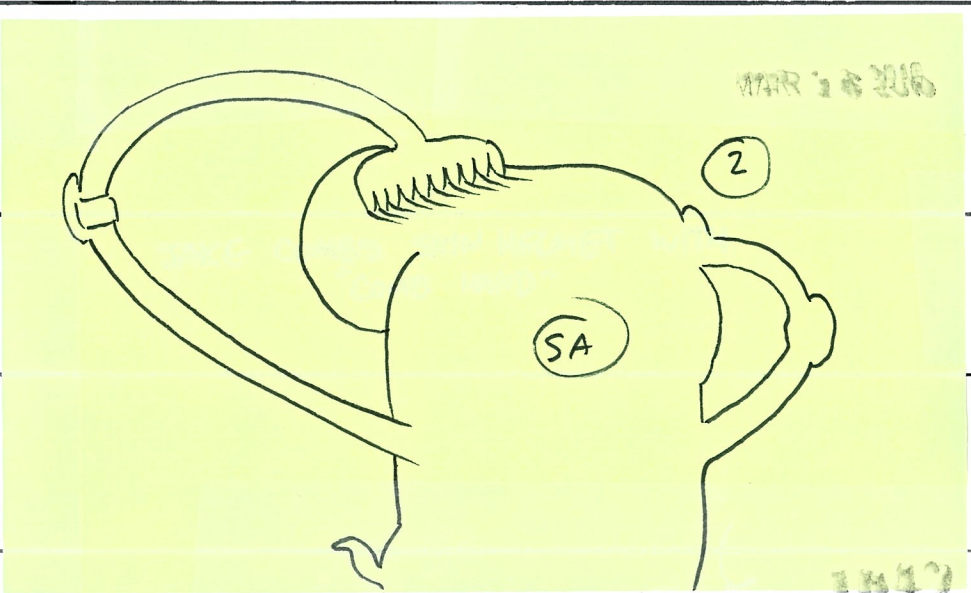
Sc. 108 *cont* Pnl. C Bg. day night



Sc. 108 *cont* Pnl. D Bg. day night



Dialog:
Action: Jake combs skin helmet with "comb hand"
Timing:



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Production :

1042 245

1042 245

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1042 245

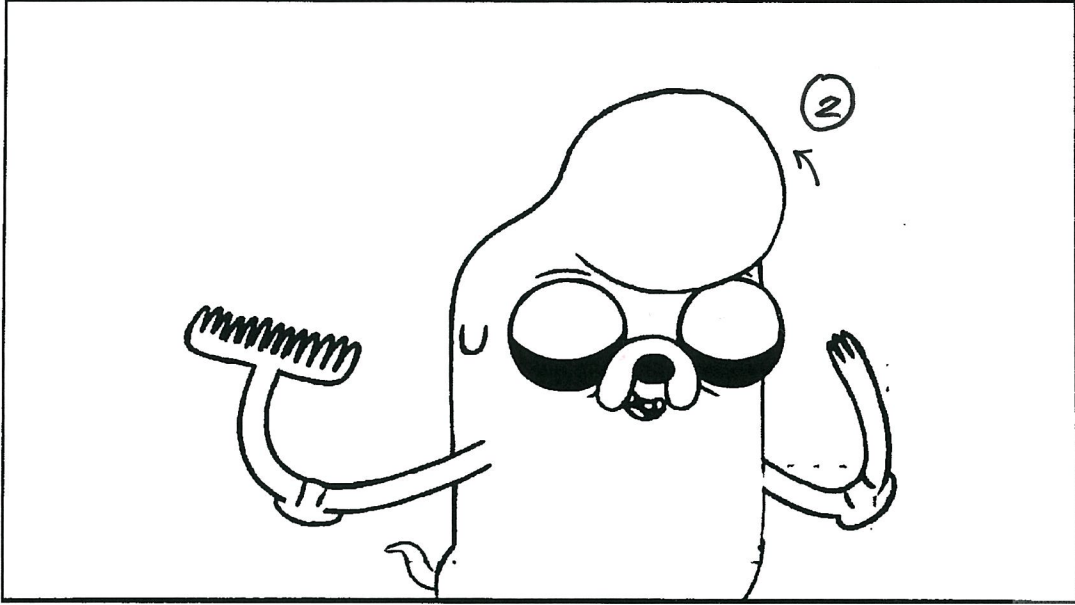
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ADVENTURE TIME

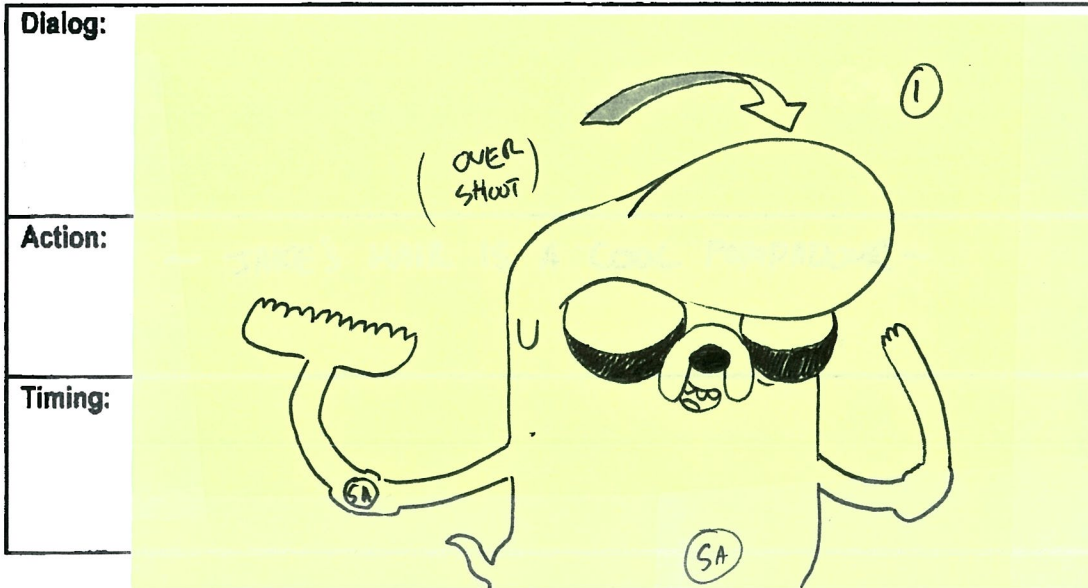
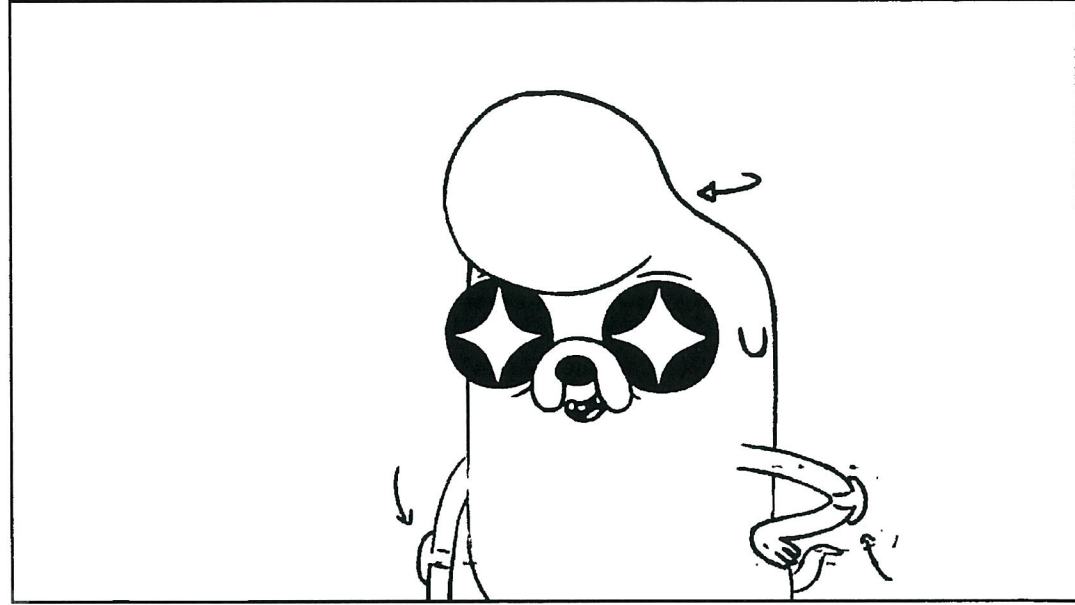


Page 205
NO PGS 206-209
day night

Sc. 108 *CONT* Pnl. E Bg. day night



Sc. 108 *CONT* Pnl. F Bg. day night



① YEA, REAL COOL.

Jake combs hair into Pompador

MAR 16 2016

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EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME

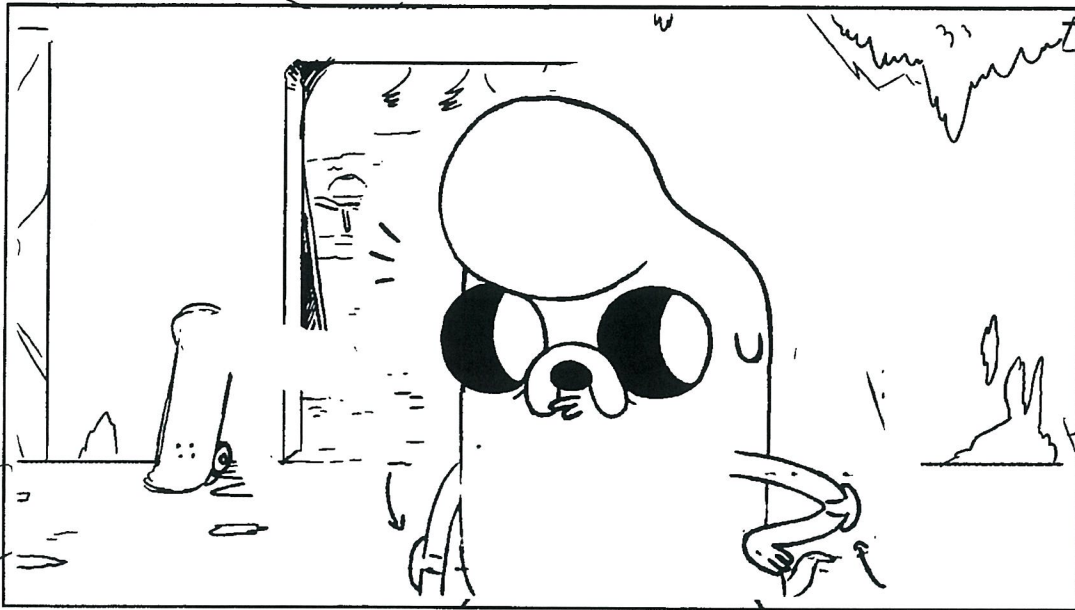


Page 210

Sc. 108 *cont* Pnl. G

Bg.

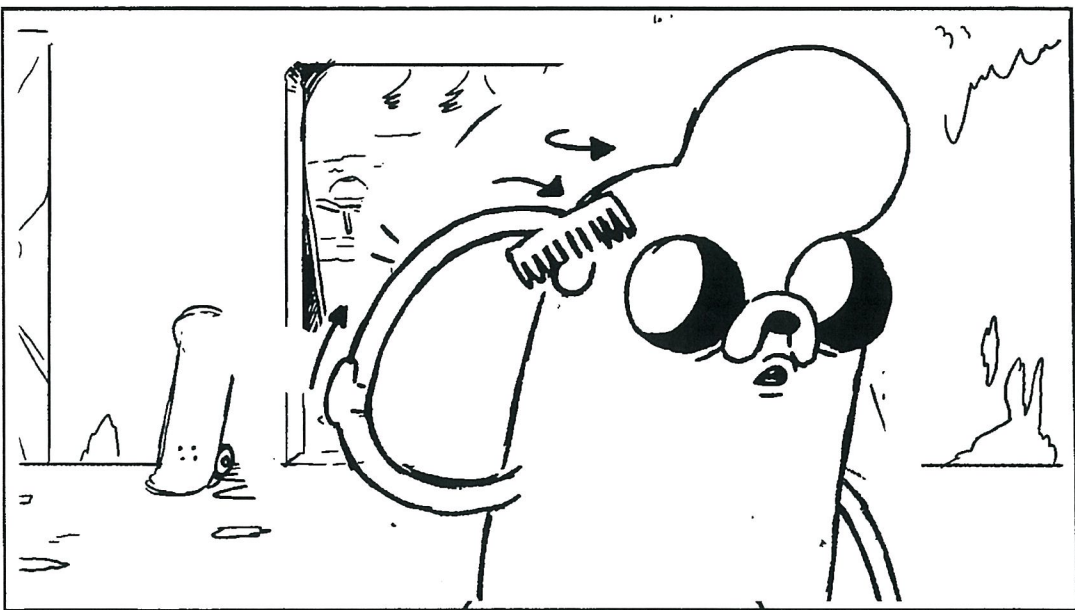
day night



Sc. 108 *cont* Pnl. H

Bg.

day night



Dialog:

BEAR: (DISTANT) HEY !!! IT'S TIME!

Action:

MAR 16 2016

Timing:

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EPISODE #

1042 245

Production :

1042 245

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1042 245

ADVENTURE TIME



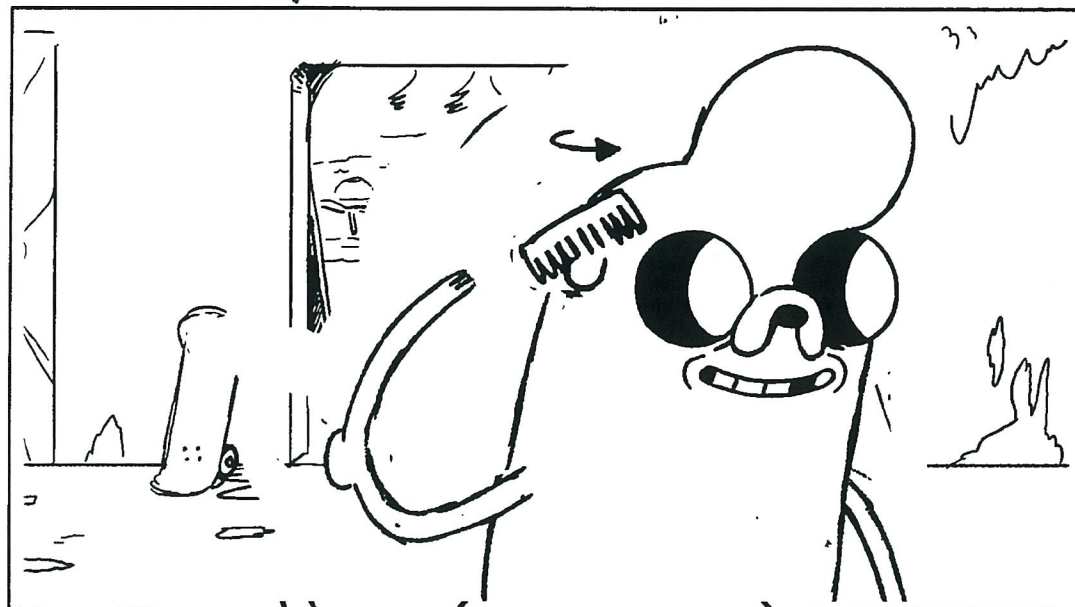
NO SC'S
109-110

Page 211

Sc. 108 *cont* Pnl. I

Bg.

day night



Sc. 108 *cont* Pnl. J

Bg.

day night



Dialog:

Action:

JAKE TRANSFERS "COMB" TO
BEHIND EAR.

Timing:

MAR 16 2016

1042-245

EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME



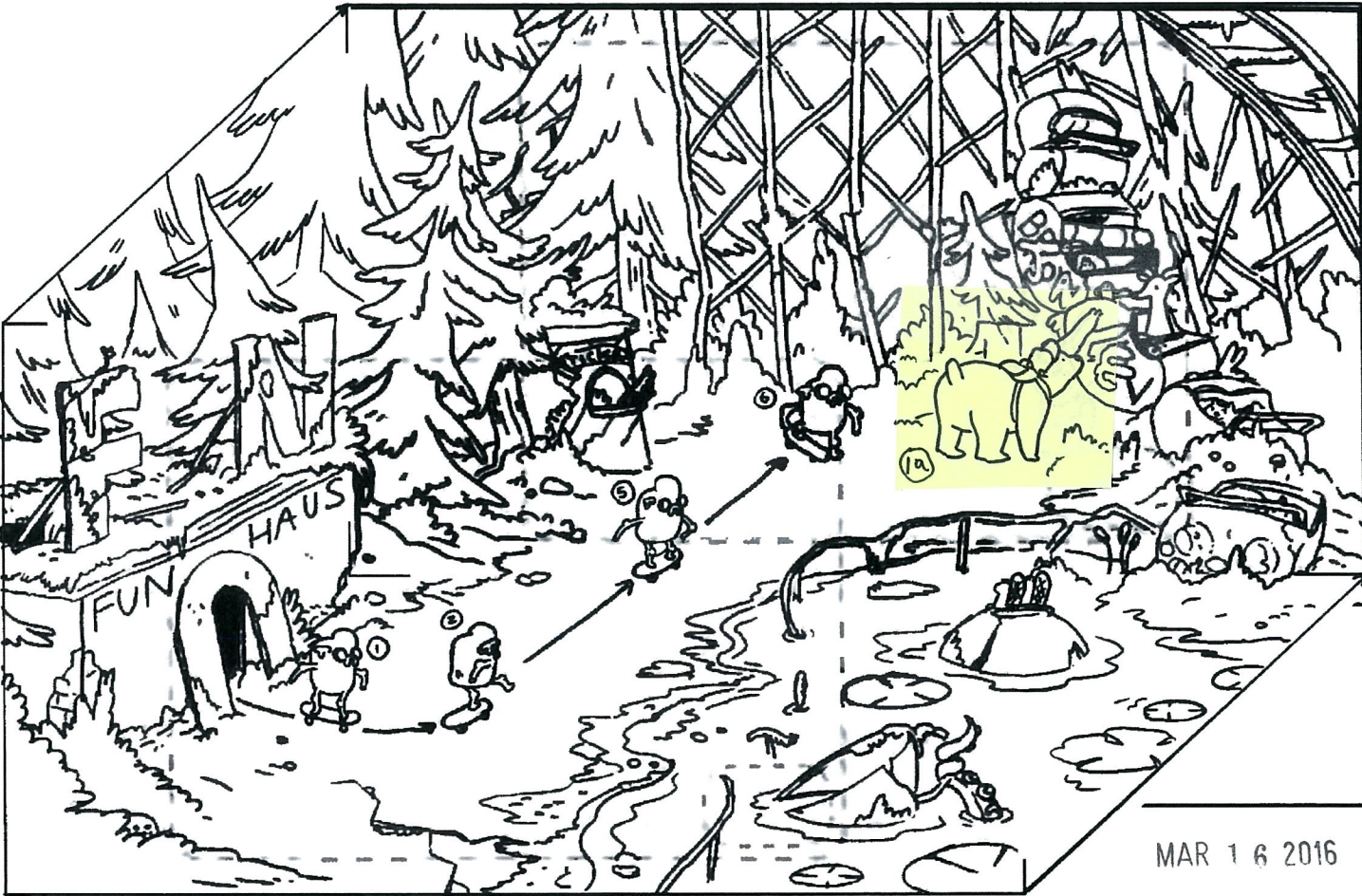
Page 212

Sc. III

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

MAR 16 2016



Bear scratches



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Production :

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1042 245

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ADVENTURE TIME

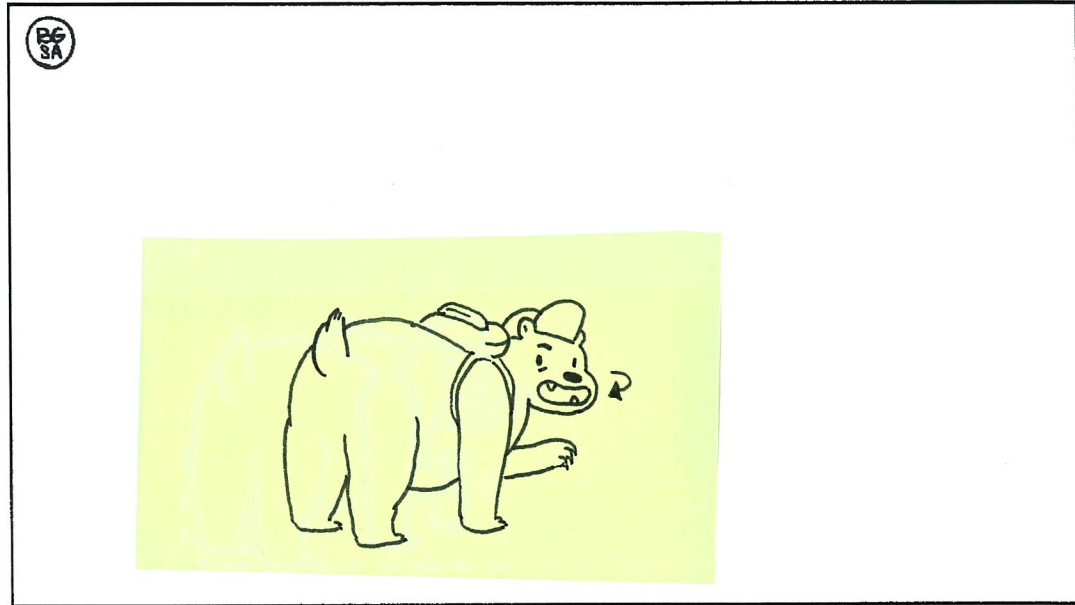



Page 213

Sc. 112 Pnl. A Bg. day night



Sc. 112 cont Pnl. B Bg. day night



Dialog:	TEEN BEAR SPRAYPAINTING "JAKE" OVER "BROWN"	
Action:		- BEAR SMILES AT CAM.
Timing:		MAR 16 2016

1042-245
EPISODE #
Production :

1042 245


1042 245

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 113 Pnl. A Bg. day night

Dialog:	(J) NICE!
Action:	
Timing:	 MAR 16 2016

EPISODE # 1042-245

1042 245

Production :

1042 245

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ADVENTURE TIME

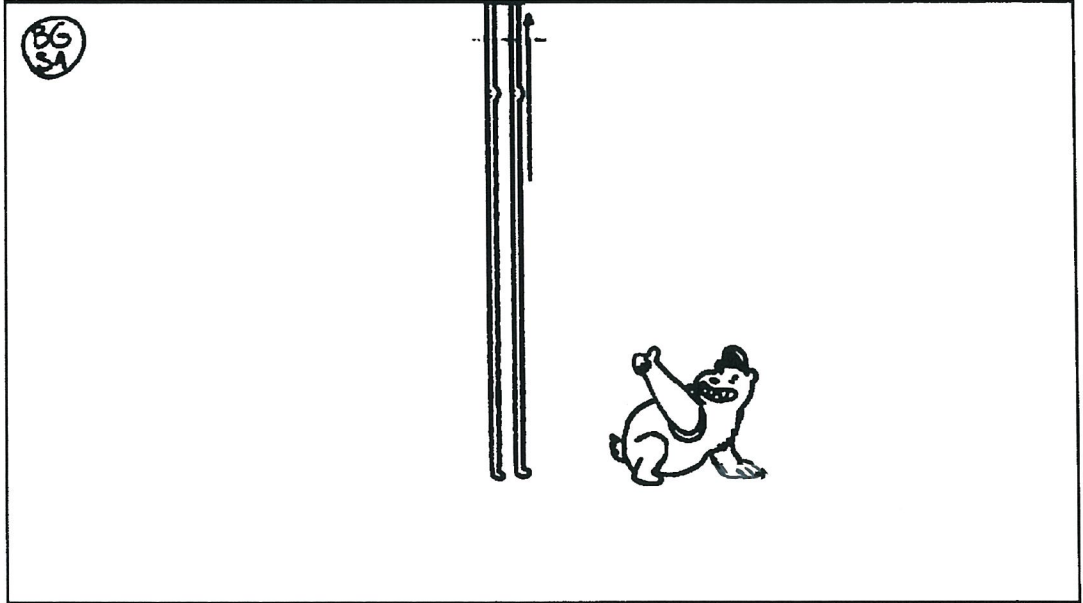


Page 215

Sc. 113 *cont* Pnl. B Bg. day night



Sc. 113 *cont* Pnl. C Bg. day night



Dialog:
Action: <div>-J. STRETCHES OFF/S</div> <div>MAR 16 2016</div>
Timing:

Production : EPISODE # 1042-245

1042 245

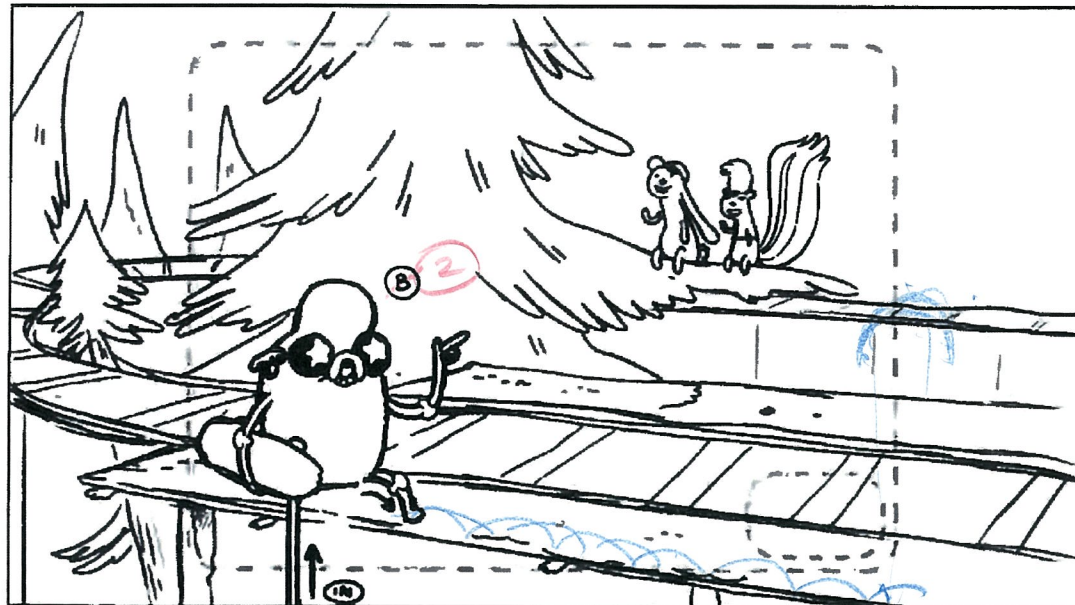
1042 245

ADVENTURE TIME

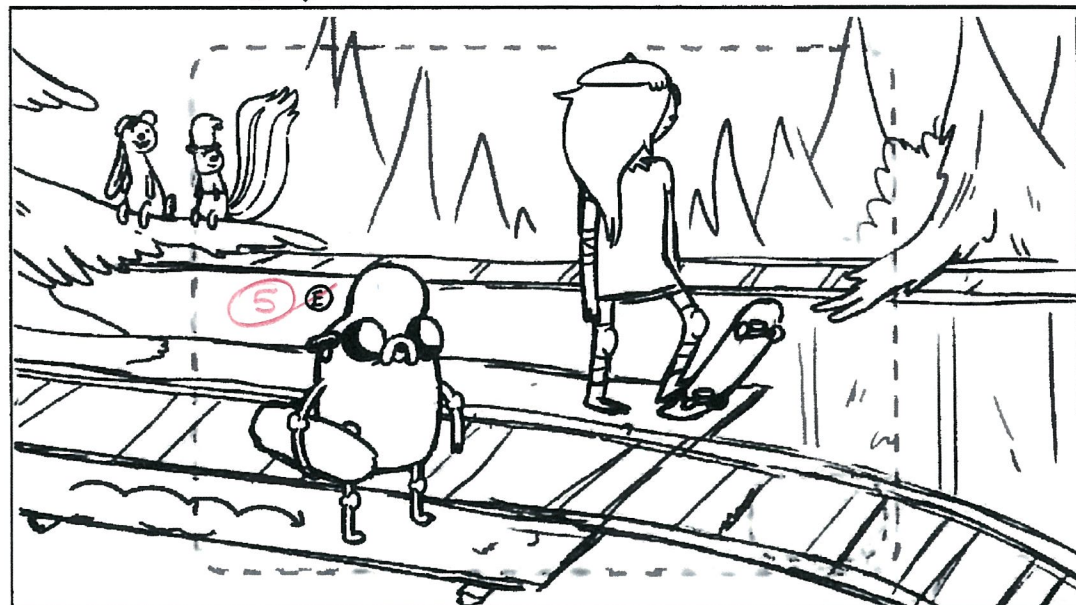


Page 216

Sc. 114 Pnl. A Bg. day night



Sc. 114 *CONT* Pnl. B Bg. day night

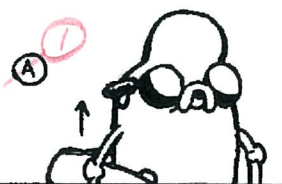


Dialog:
SKUNK RABBIT (CHANTING) GWAMPA! GWAMPA! GWAMPA!

(WALKS CYCLE
②+③)

Action:

Timing:



MAR 16 2016

EPISODE # 1042-245

1042 245

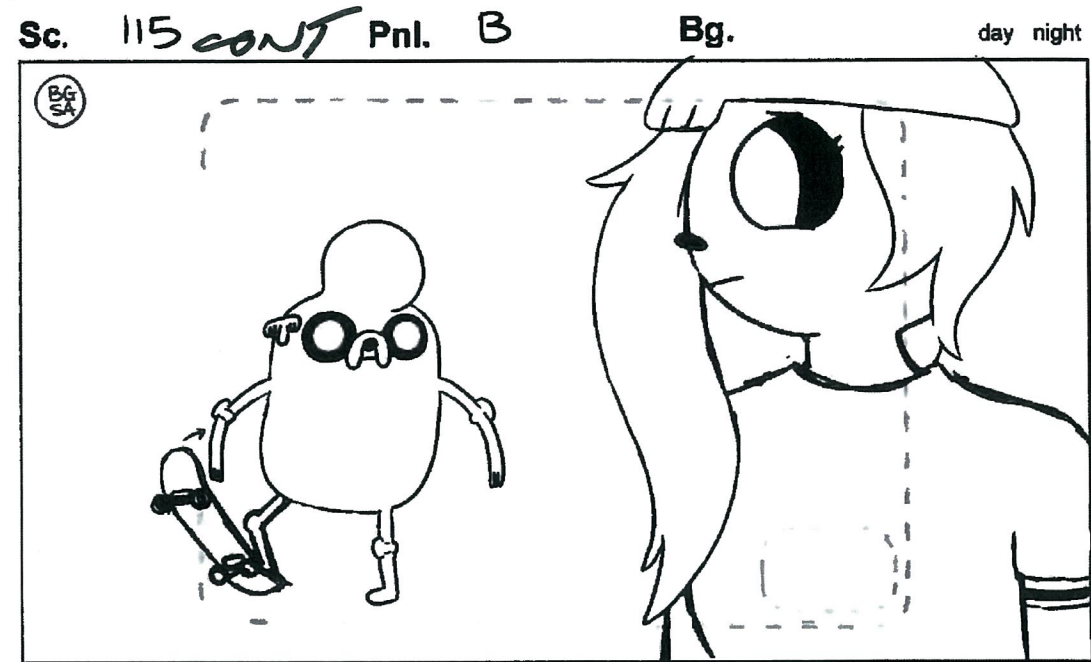
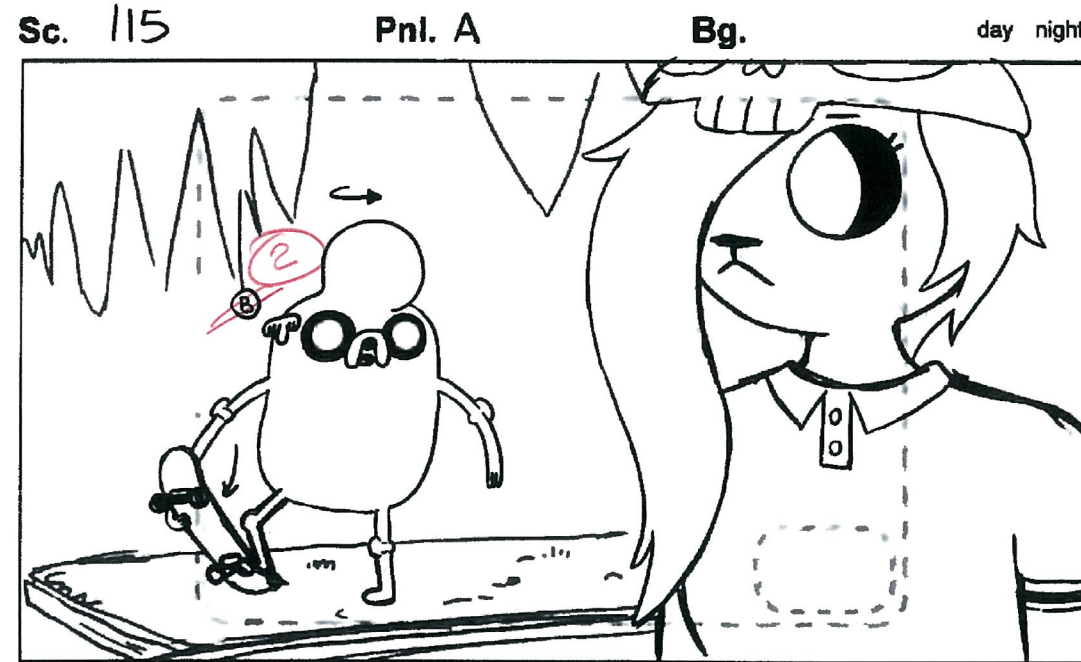
Production :

1042 245

ADVENTURE TIME



Page 217



Dialog:	③ BRONWYN...	
Action:		-J TURNS TOWARDS B.
Timing:		

MAR 16 2016

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Production :

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1042 245

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ADVENTURE TIME

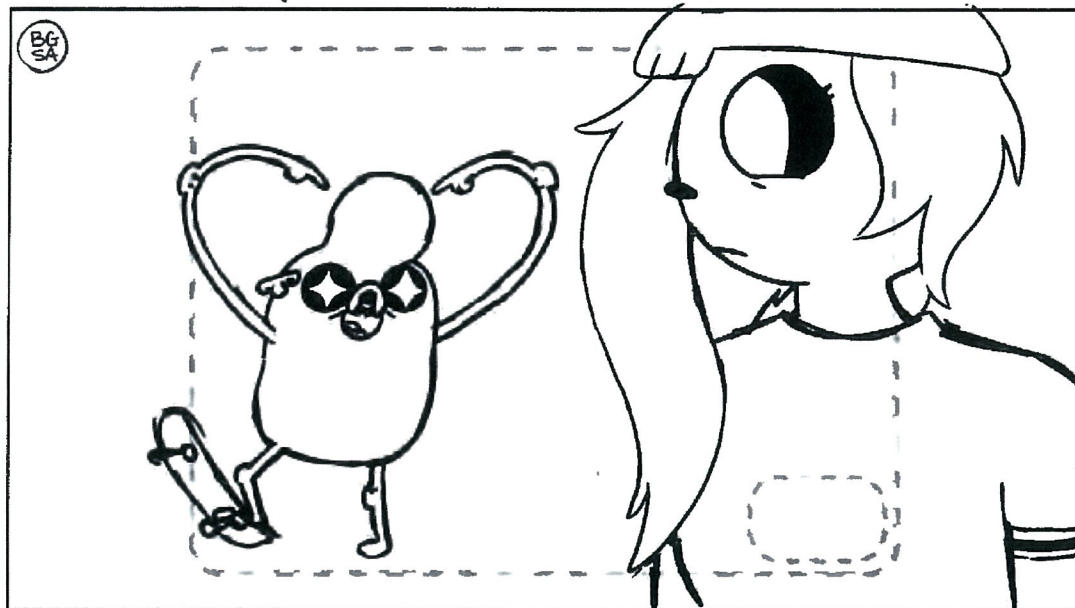


Page 218

Sc. 115 *CONT* Pnl. C

Bg.

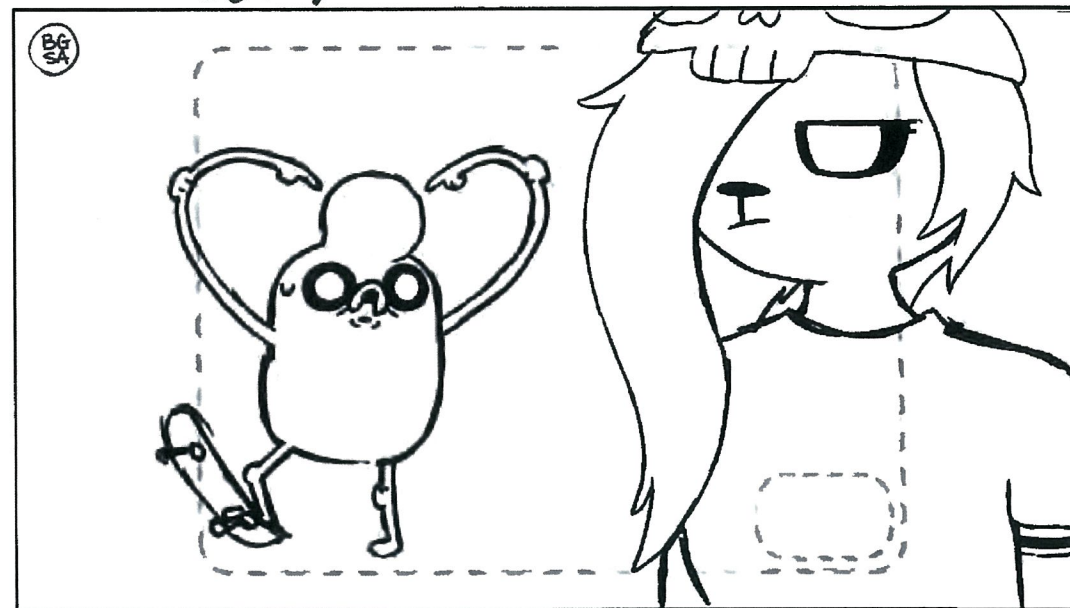
day night



Sc. 115 *CONT* Pnl. D

Bg.

day night



Dialog:

① DID YOU SEE MY COOL NEW HAIR

② (GROAN)

Action:

MAR 16 2016

Timing:

EPISODE # 1042-245

1042 245

Production :

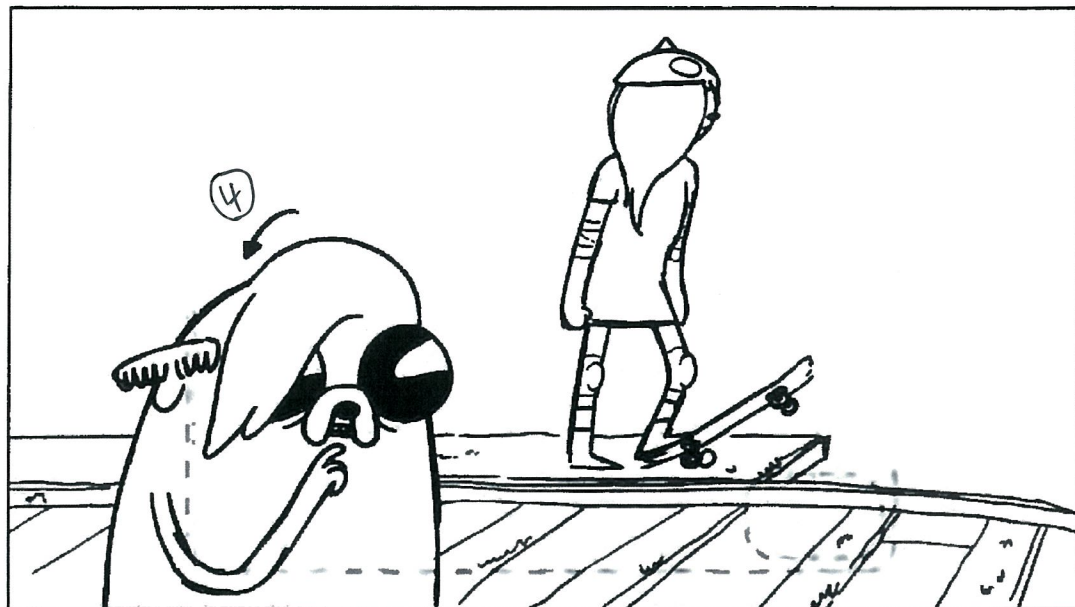
1042 245

ADVENTURE TIME

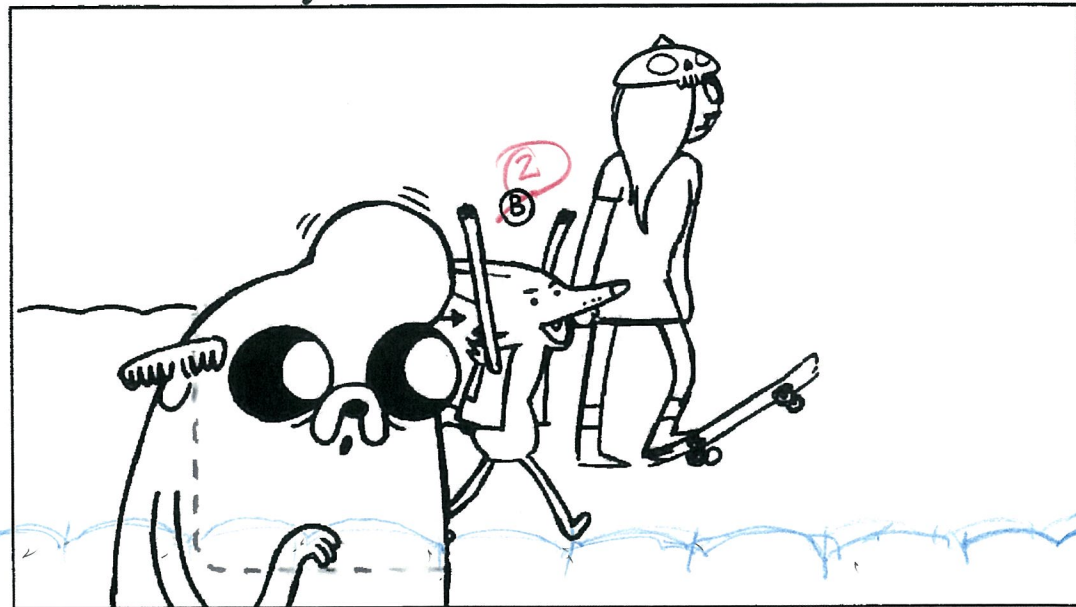


Page 219

Sc. 116 Pnl. A Bg. day night



Sc. 116 cont Pnl. B Bg. day night



Dialog:						<p>(TF) Heeeee --</p> <p>MAR 16 2016</p> <p>Teen Fox walks IN J's hair pops back into pompadour</p>	
Action:							
Timing:							

1042-245

EPISODE #

1042 245

Production :

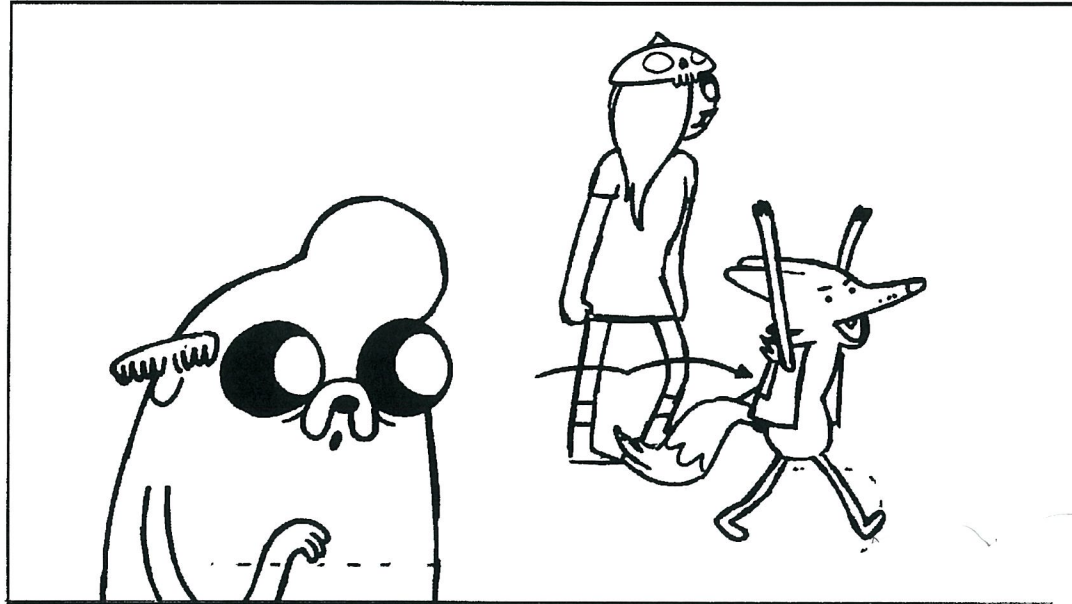
1042 245

ADVENTURE TIME

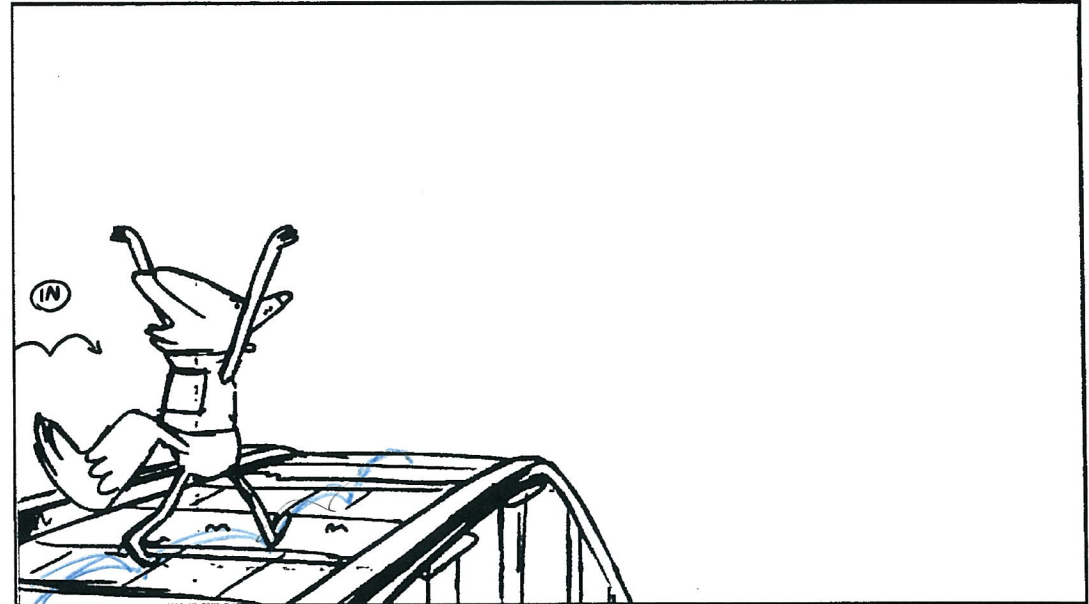


Page 220

Sc. 116 cont Pnl. C Bg. day night



Sc. 117 Pnl. A Bg. day night



Dialog:

(F)

heeeeeee yyyyyyyyy

MAR 16 2016

Action:

-FOX WALKS ON/S.

SEE NEXT PM
FOR COMPLETE
B.G.

Timing:

EPISODE # 1042-245

Production :

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1042 245

1042 245

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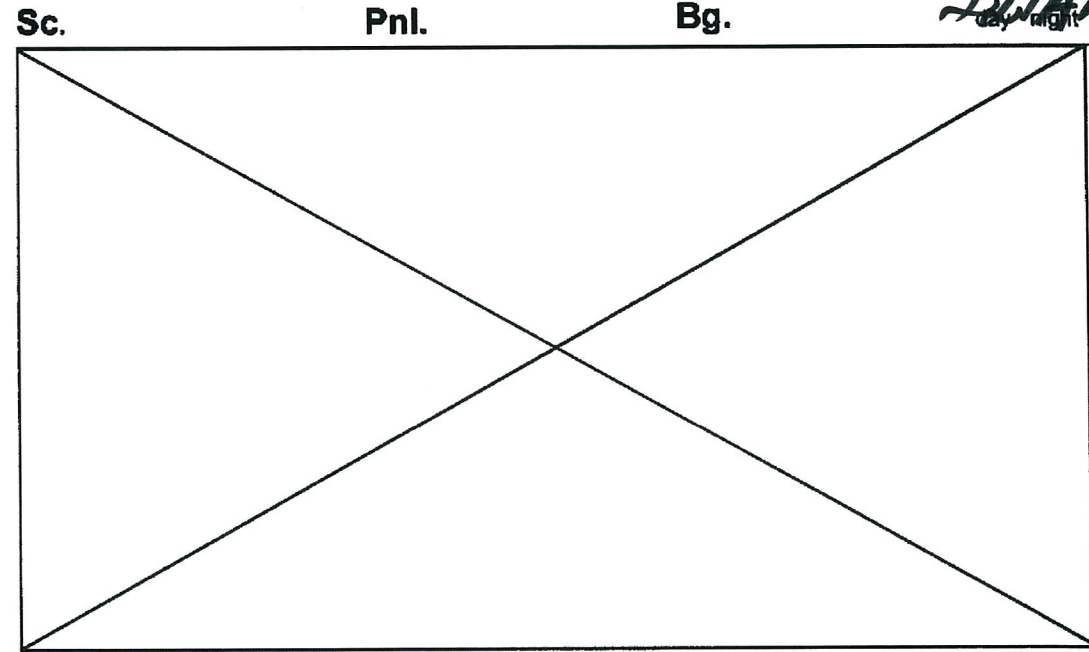
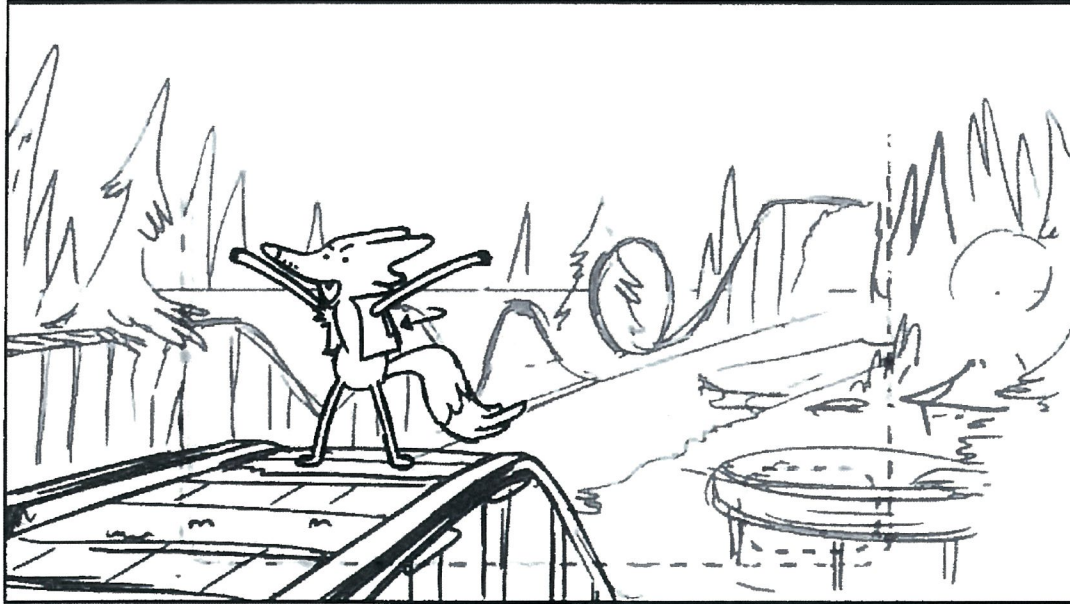
ADVENTURE TIME



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22/1/10

Sc. 117 *cont* Pnl. B Bg. day night



Dialog:

(F) WELCOME TO THRASHLAND

Action:

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

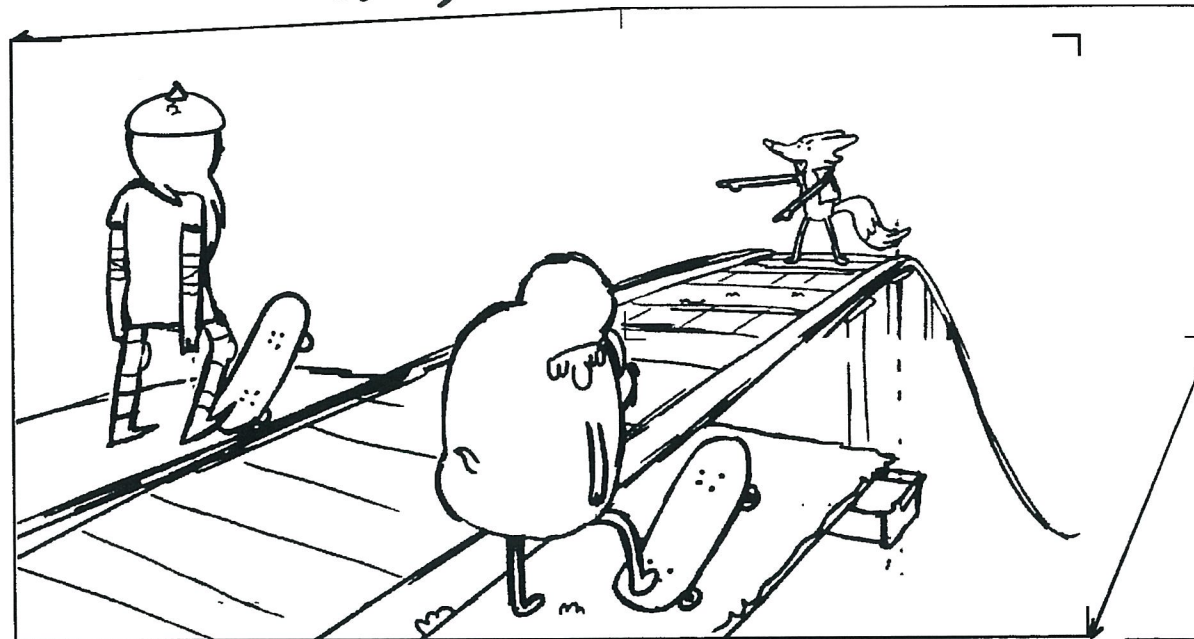
ADVENTURE TIME



Sc. 117 *cont* Pnl. C

Bg.

Page 221A
22 NEXT
day night



Dialog:

ⓕ ARE YOU TWO READY TO THRASH?

Action:

- TRUCK OUT ON POINT.

MAR 16 2016

Timing:

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1042 245

1042 245

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ADVENTURE TIME



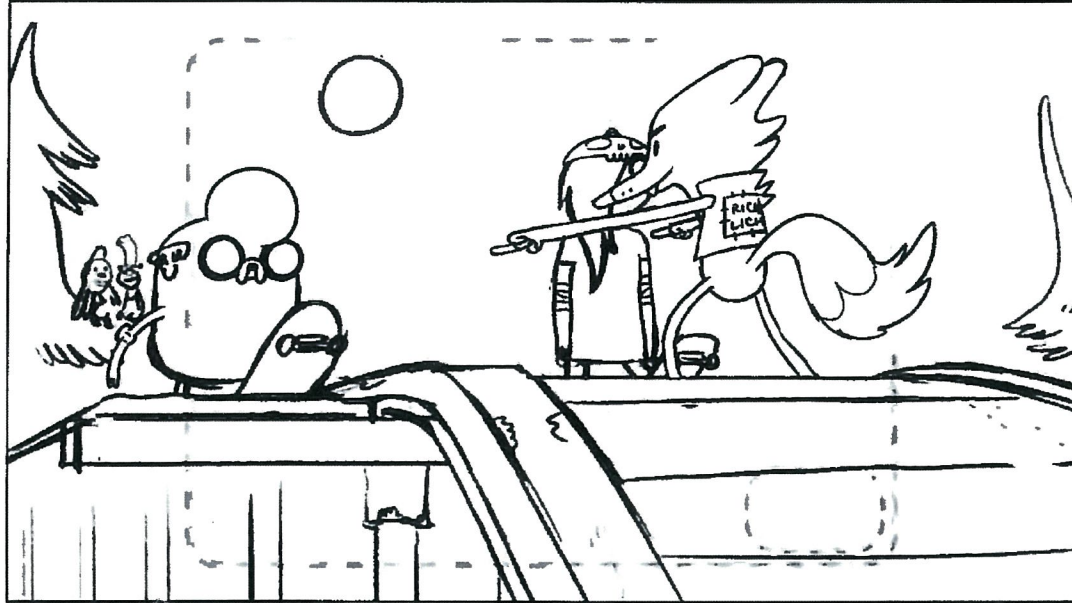
Page 222
222A next
day night

Sc. 118

Pnl. A

Bg.

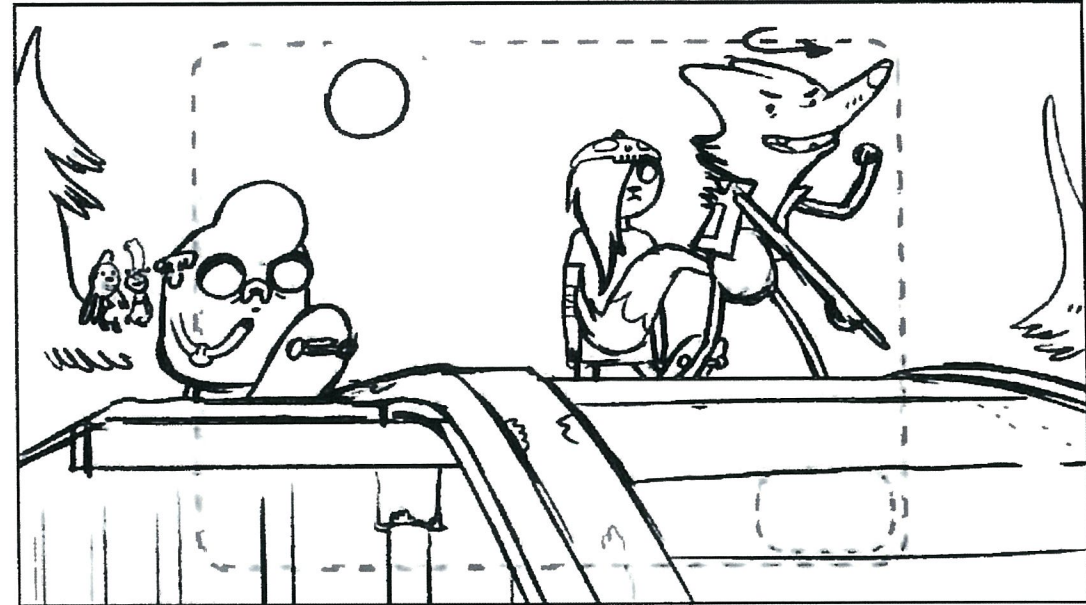
day night



Sc. 118 can't

Pnl. B

Bg.



Dialog:

(F) FROM HERE YOU MUST SKATE THE ENTIRE
LENGTH OF THE PARK!

Action:

MAR 16 2016

Timing:

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Production :

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1042 245

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ADVENTURE TIME



Page 222A

223 NEXT

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
119	A			

Dialog:	FOX: (V.O.) FIRST GRIND DOWN THE RAMP
Action:	MAR 16 2016
Timing:	

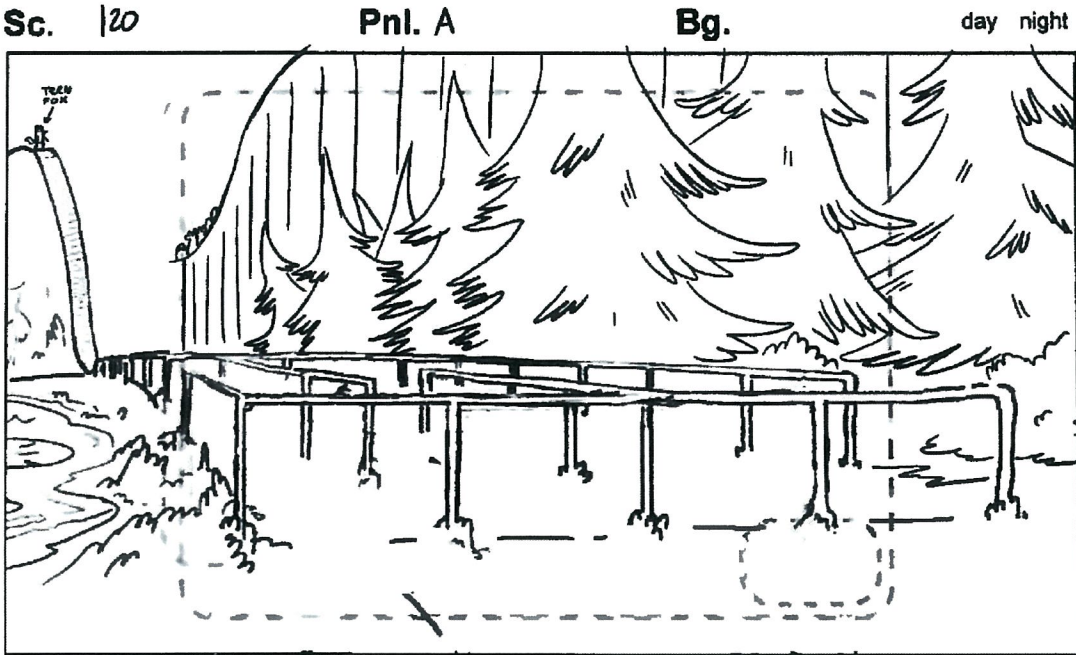
1042-245
EPISODE #
1042 245
Production :

1042 245

1042 245

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ADVENTURE TIME



Dialog:	(F) THRU THE BAR MAZE	(F) PAST THE BIG ARMED WORM
Action:		
Timing:		

MAR 16 2016

EPISODE # 1042-245
1042 245
Production :

1042 245

ADVENTURE TIME



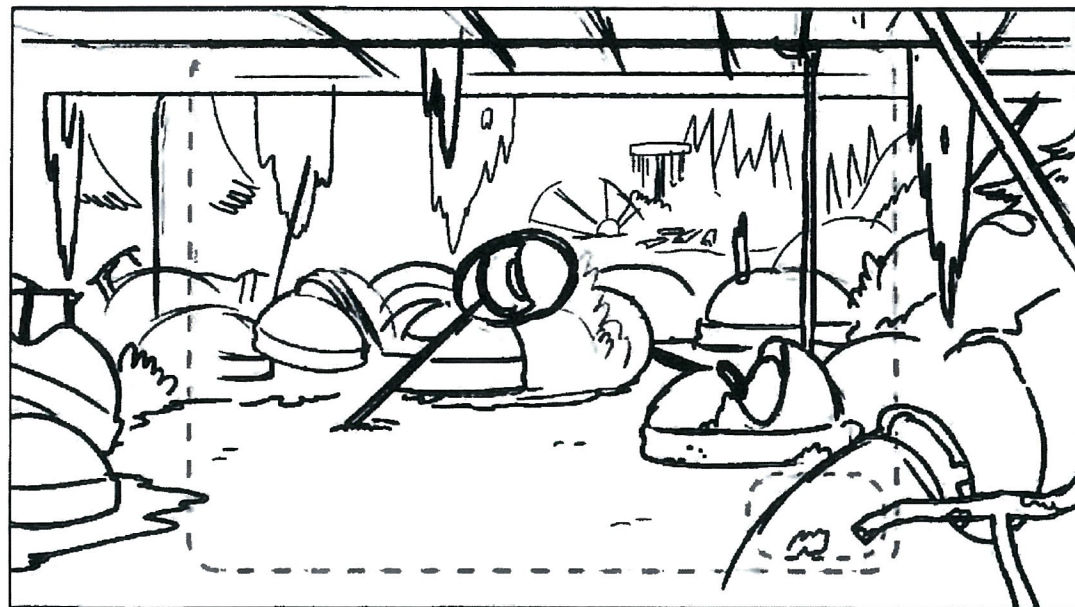
Page 224

Sc. 122

Pnl. A

Bg.

day night

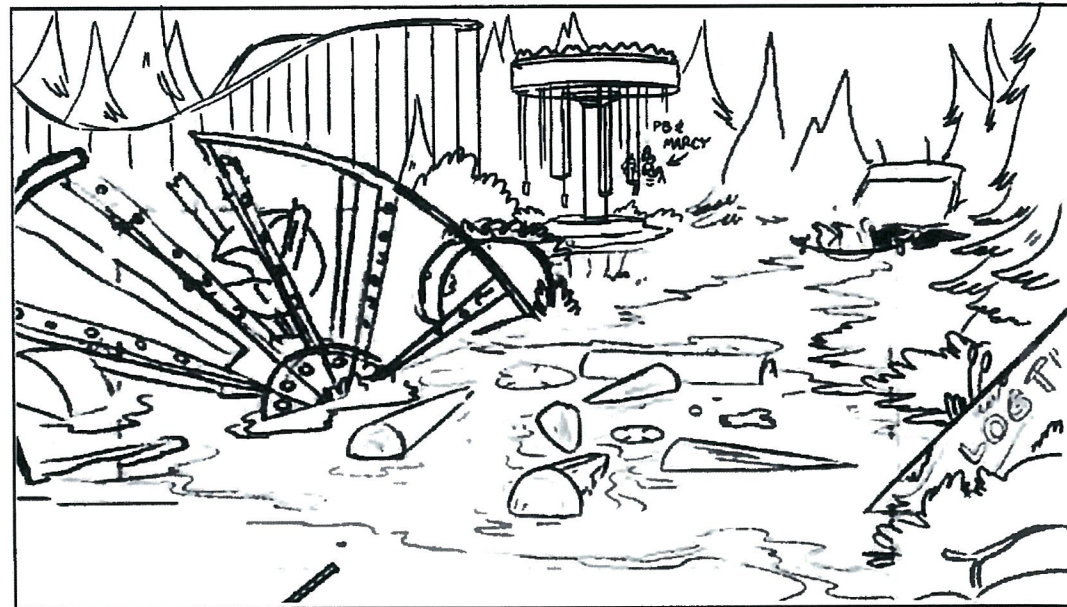


Sc. 123

Pnl. A

Bg.

day night



Dialog:

(F)

THROUGH THE JUNKYARD

(F)

OVER THE LOG SWAMP

Action:

MAR 16 2016

Timing:

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Production :

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ADVENTURE TIME



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Sc. 124

Pnl. A

Bg.

day night

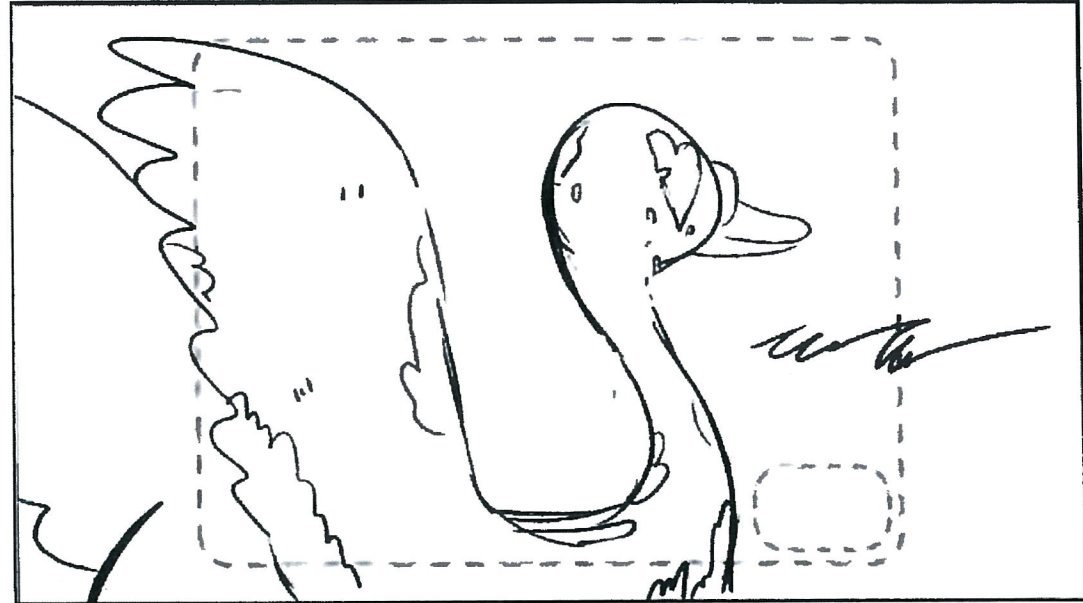


Sc. 125

Pnl. A

Bg.

day night



Dialog: (TF) AND FINALLY CROSS THE FINISH AT BOTTOMLESS PIT OF LOVE!
WHERE THE WINNER SHALL RECIEVE ALL OF OUR
LOVE AND ADMIRATION

(CONT.) AND THE LOSER SHALL GAZE INTO ABYSS . . .

Action: TWO BIRDS ARE HOLDING FINISH LINE

Timing:

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Production :

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ADVENTURE TIME



Page 226

Sc. 126

Pnl. A

Bg.

day night

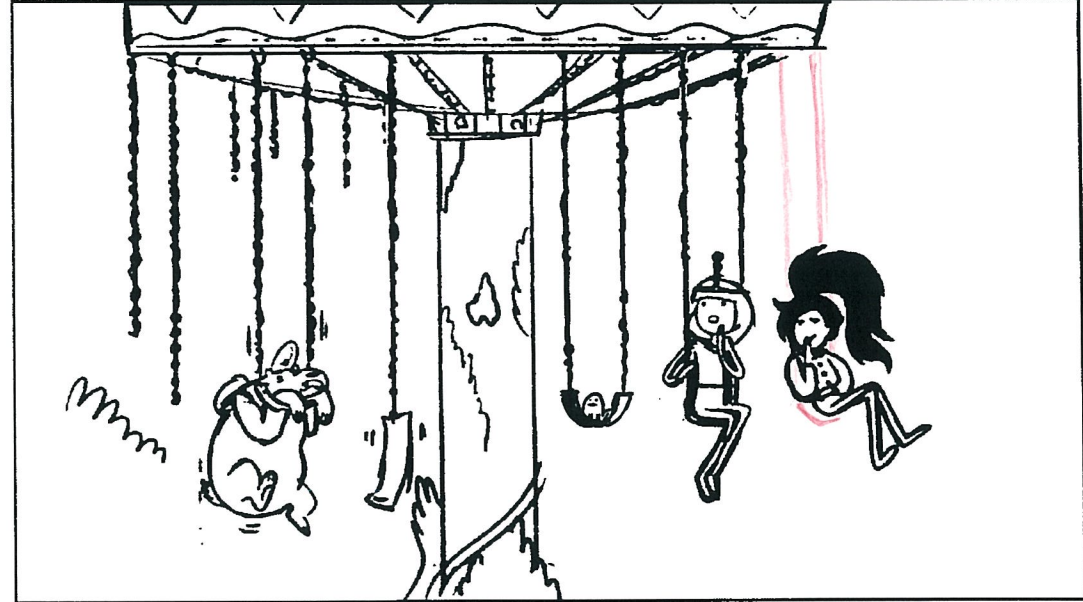


Sc. 127

Pnl. A

Bg.

day night



Dialog:

ⓉⓅ BANNED FOREVER FROM OUR BELOVED SKATEPARK

ⓈⓈ GASP!

Action:

- CROWD GASPS, MARCELINE SNICKERS
- TB STRUGGLES TO GET INTO SWING

MAR 16 2016

Timing:

EPISODE # 1042-245

Production :

1042 245

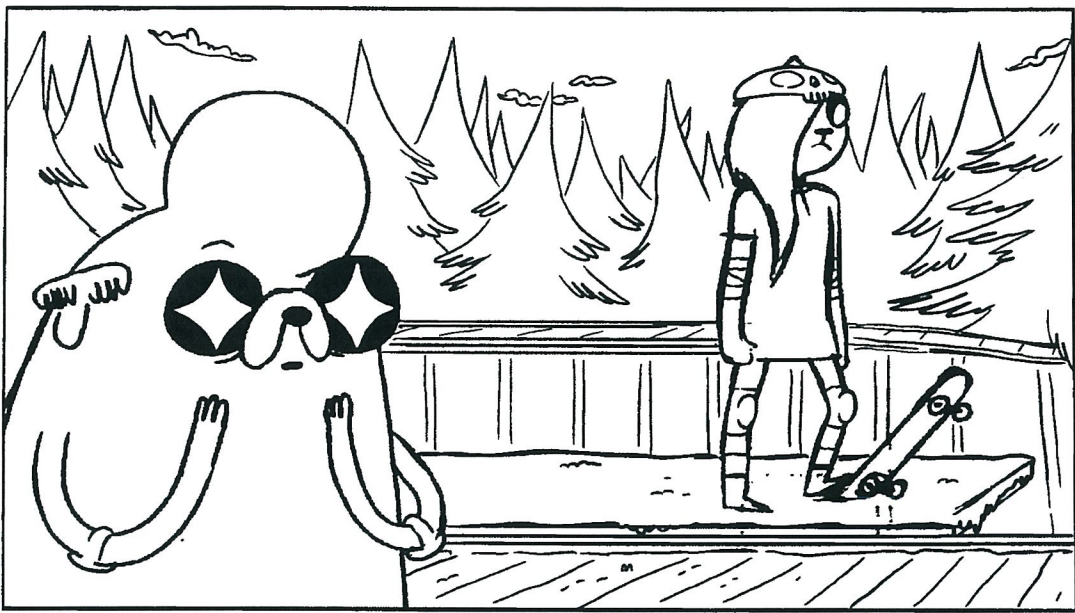
1042 245

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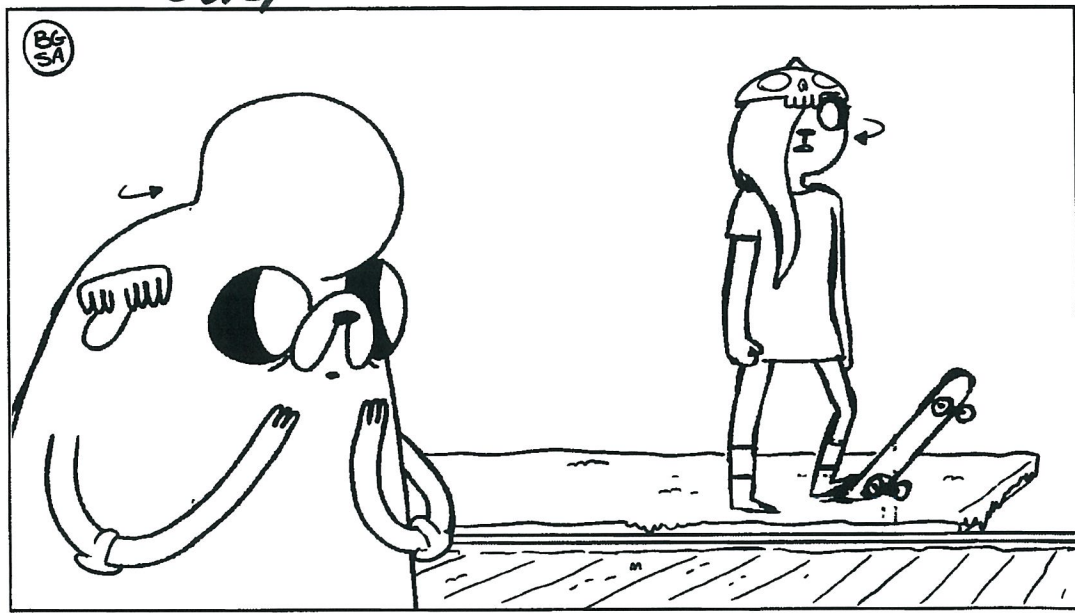
ADVENTURE TIME



Sc. 128 Pnl. A Bg. day night



Sc. 128 *cont* Pnl. B Bg. day night



Dialog:	ⓑ Hey JAKE?
Action:	MAR 1 6 2016
Timing:	

EPISODE #

Production :

1042-245

1042 245

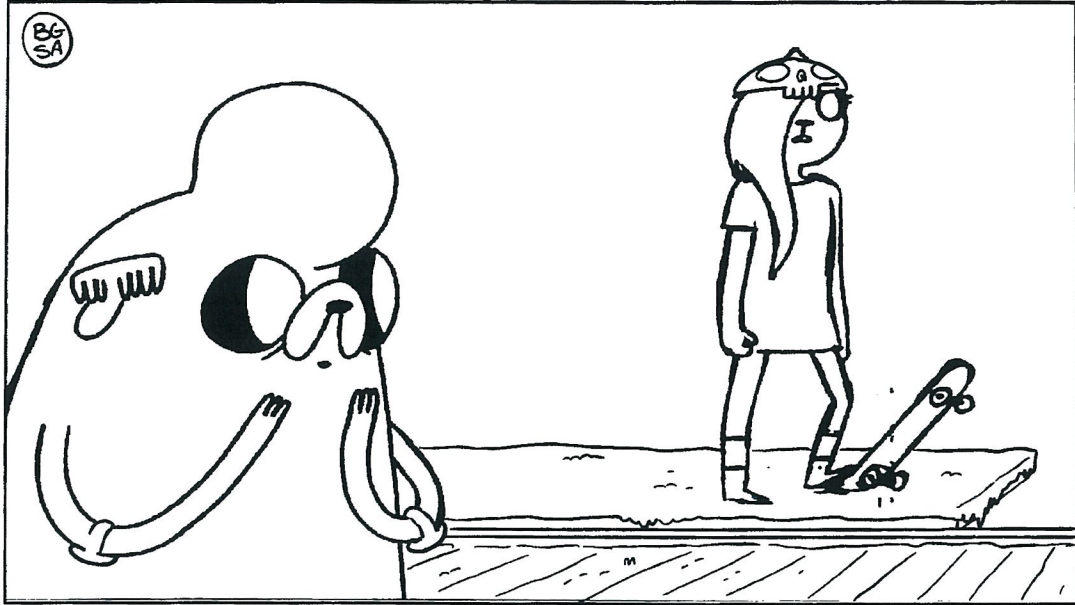
1042 245

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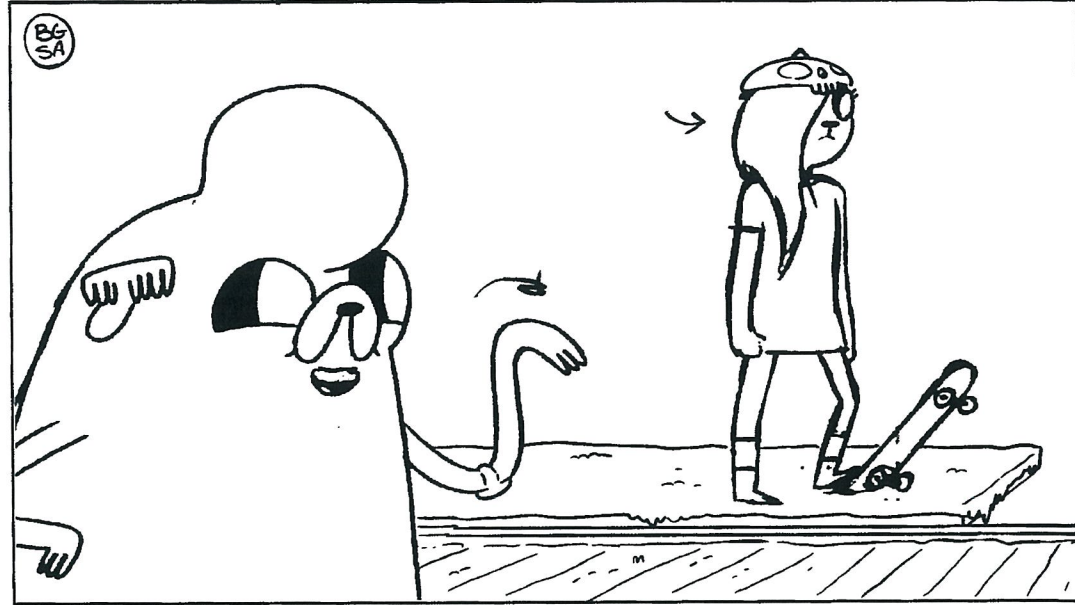
ADVENTURE TIME



Sc. 128 *cont* Pnl. C Bg. day night



Sc. 128 *cont* Pnl. D Bg. day night



Dialog:	(B) NO WEIRD MAGIC BIZ.	(J) HEH HEH! SAME TO YOU
Action:		
Timing:		

MAR 16 2016

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EPISODE #
1042 245
Production :

ADVENTURE TIME

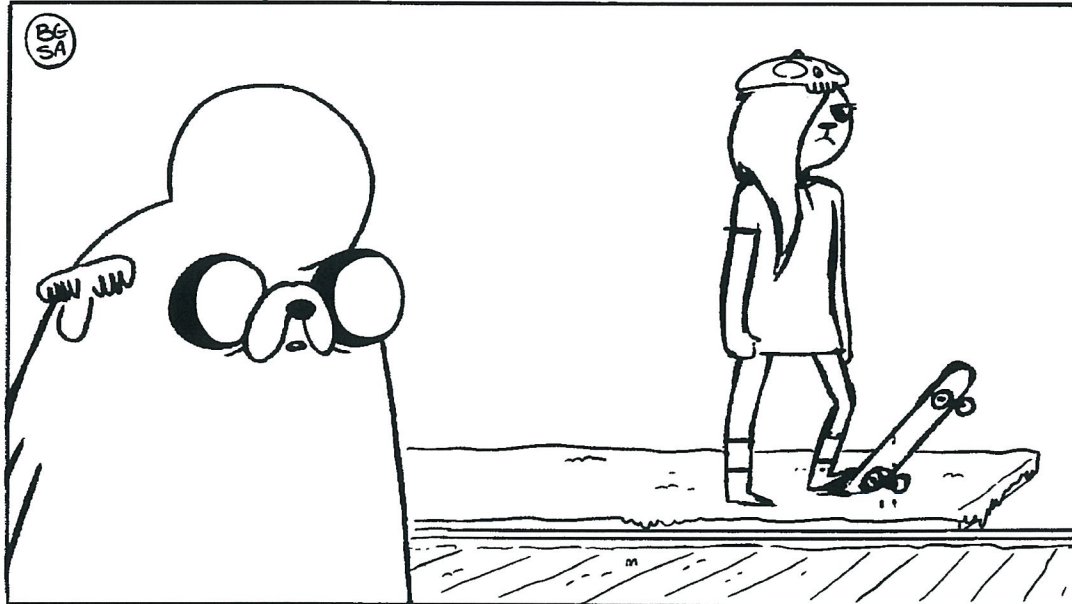


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Sc. 128 *cont* Pnl. E

Bg.

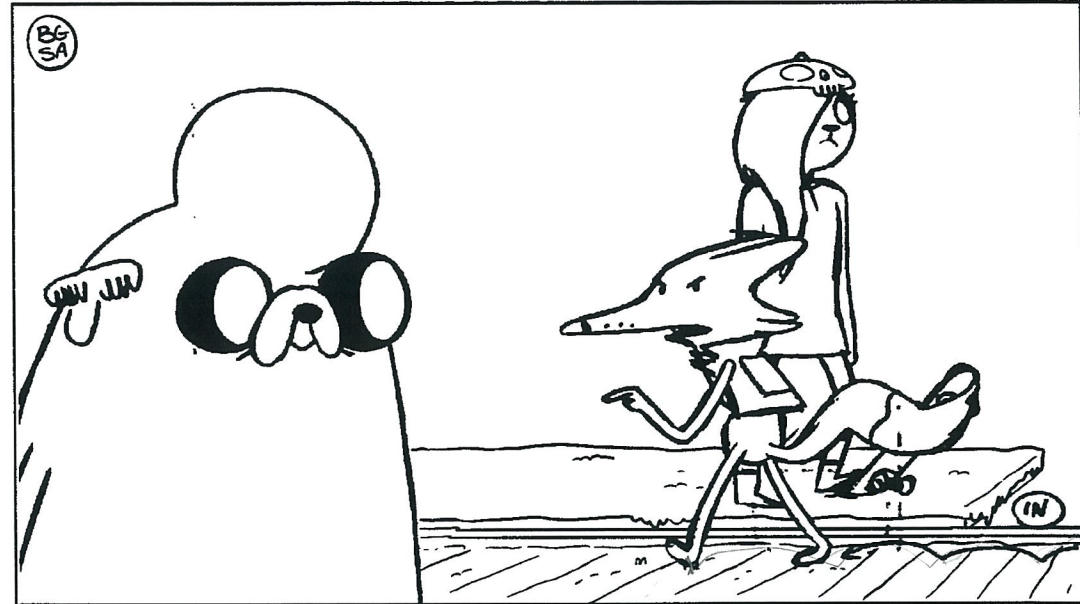
day night



Sc. 128 *cont* Pnl. F

Bg.

day night



Dialog:

ⓉⓉ (o/s) REMEMBER -!

ⓉⓉ YOU'RE AN INSTANT FART

Action:

-FOX WALKS ON/S.

MAR 16 2016

Timing:

EPISODE #

Production :

1042 245 1042-245

1042 245

ADVENTURE TIME

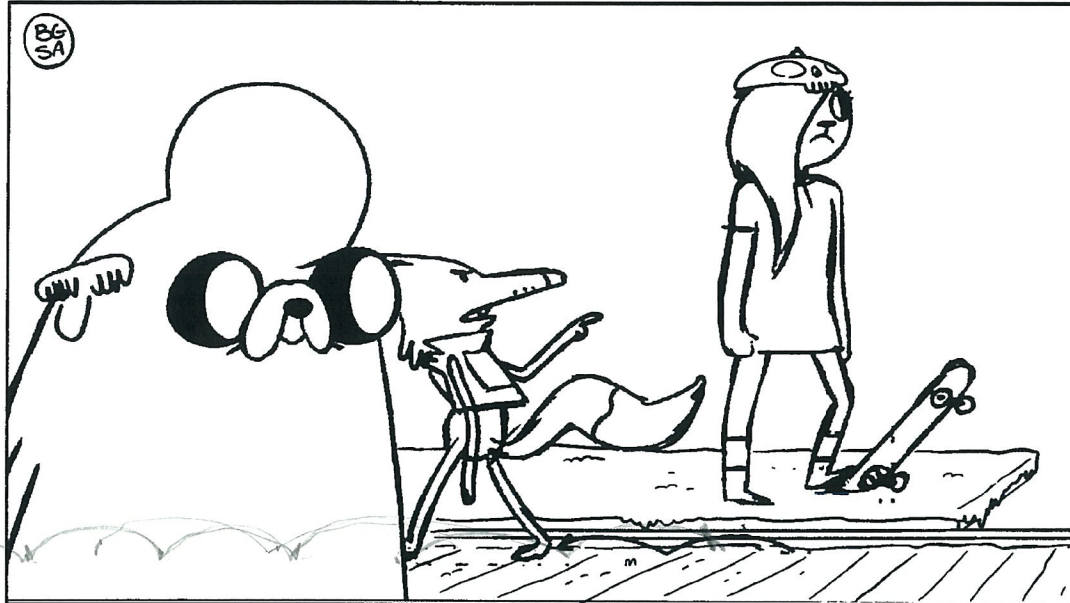


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Sc. 128 *cont* Pnl. G

Bg.

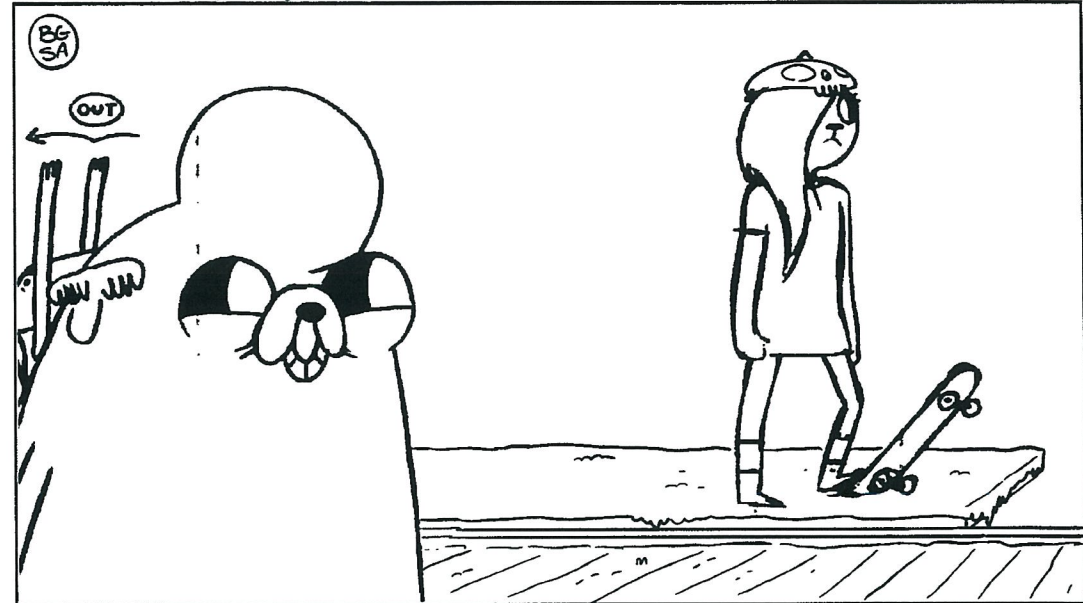
day night



Sc. 128 *cont* Pnl. H

Bg.

day night



Dialog: (TF) IF EITHER OF YOU EAT IT.

(TF) TAKE IT AWAY, FLUTE MAN!

Action:

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

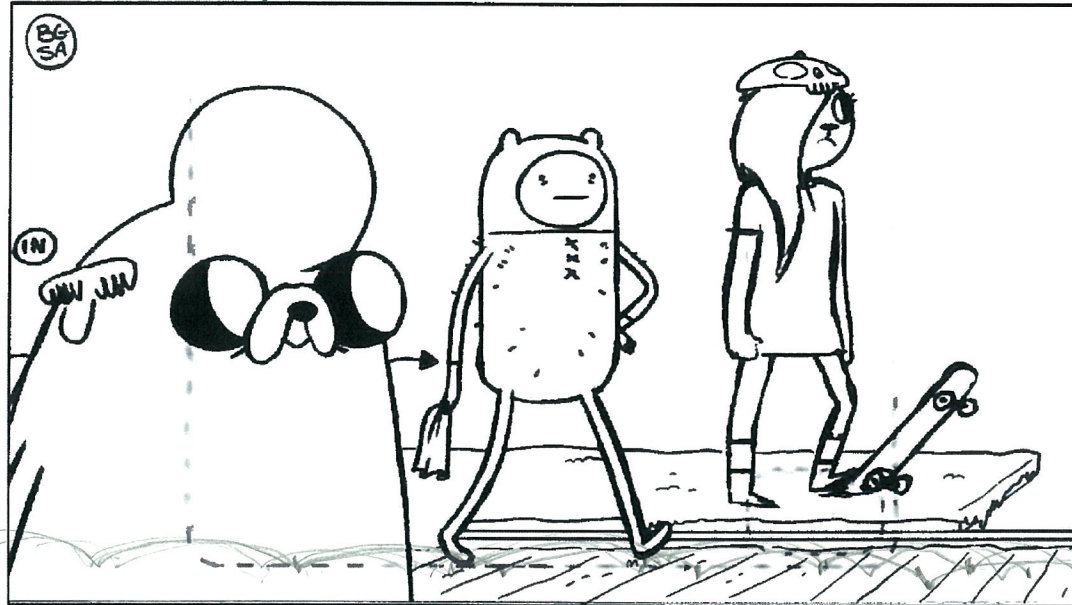
1042 245

ADVENTURE TIME

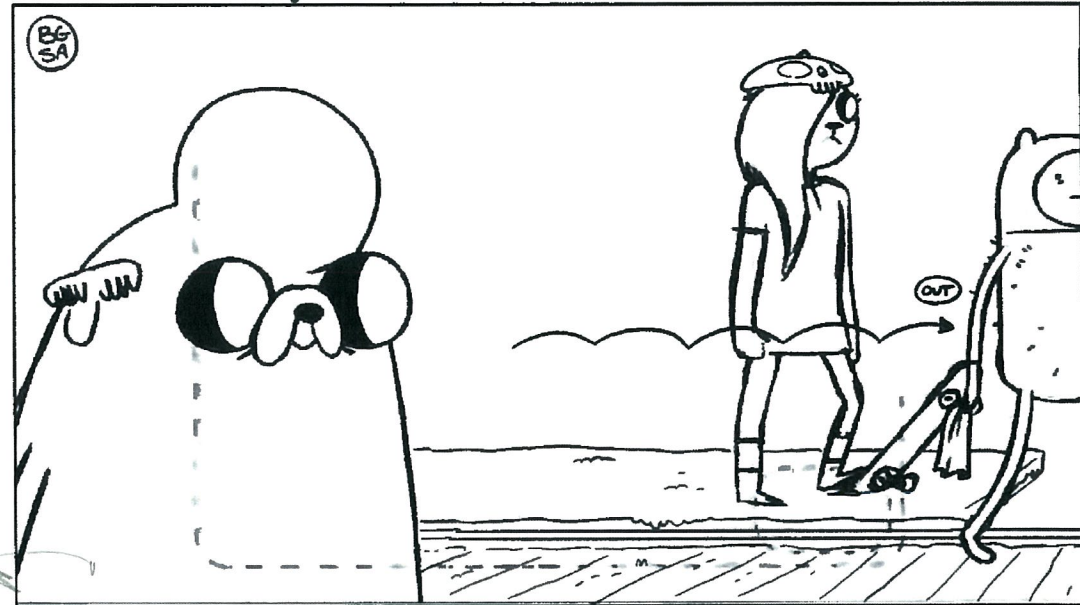


Page 231
231A-NEXT
day night

Sc. 128 *cont* Pnl. I Bg. day night



Sc. 128 *cont* Pnl. J Bg. day night



Dialog:

Action:

- FINN ENTERS WITH HANKY

Timing:

MAR 18 2016

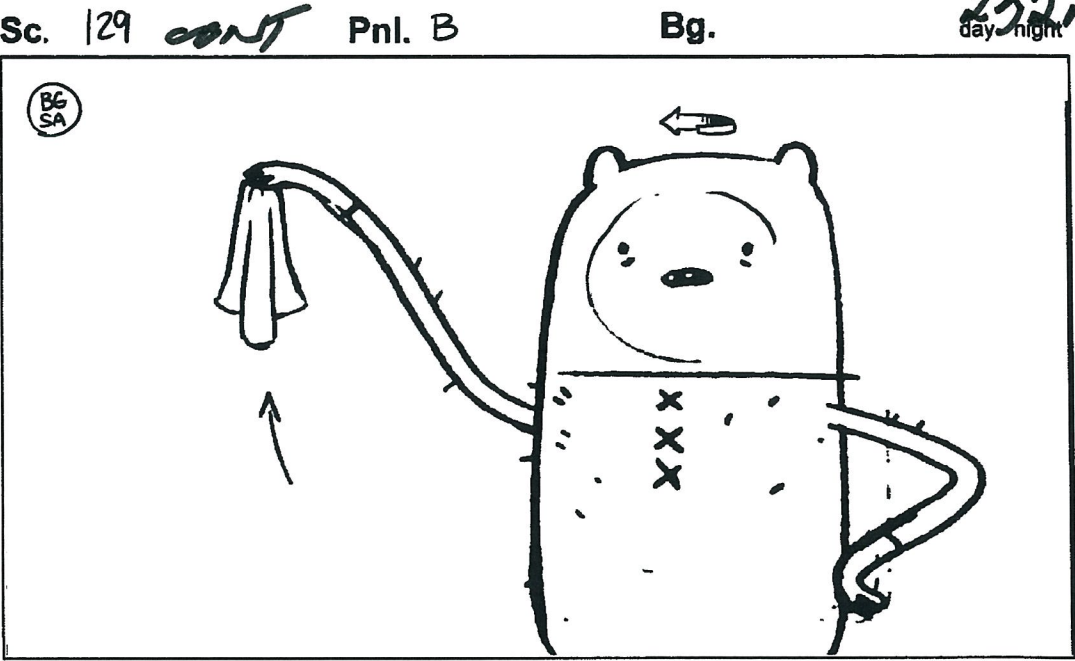
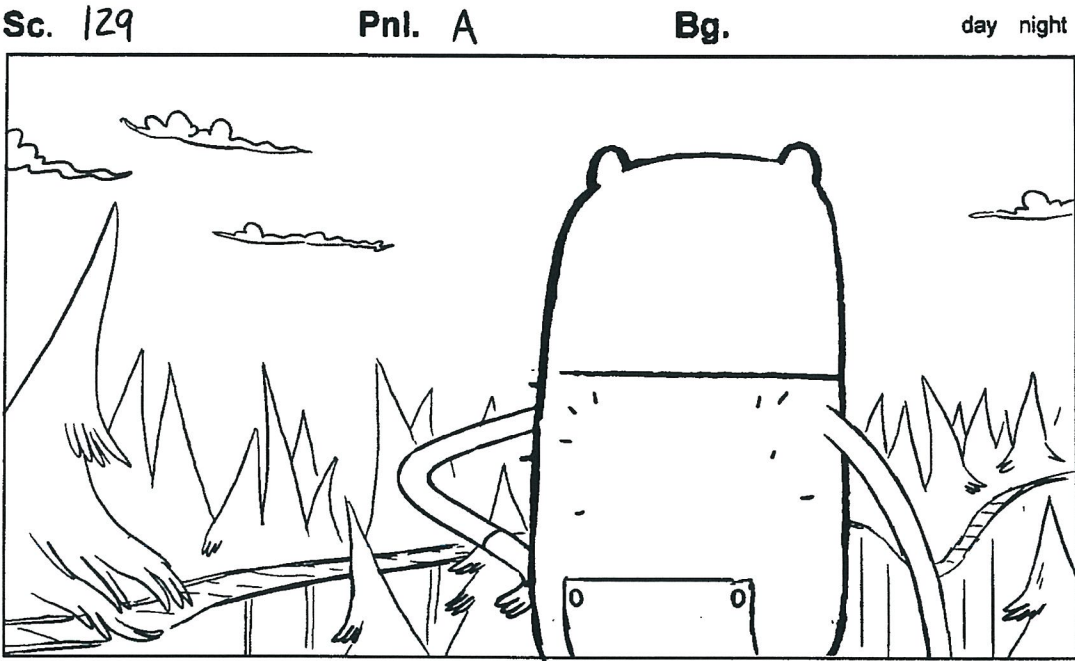
EPISODE # 1042-245

Production :

ADVENTURE TIME



Page 231A
232 NEXT
day night



Dialog:	(F) THIS IS A TERRIBLE IDEA.
Action:	- FINN TURNS,
Timing:	MAR 16 2016

EPISODE # 1042-245
Production :

1042 245
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ADVENTURE TIME



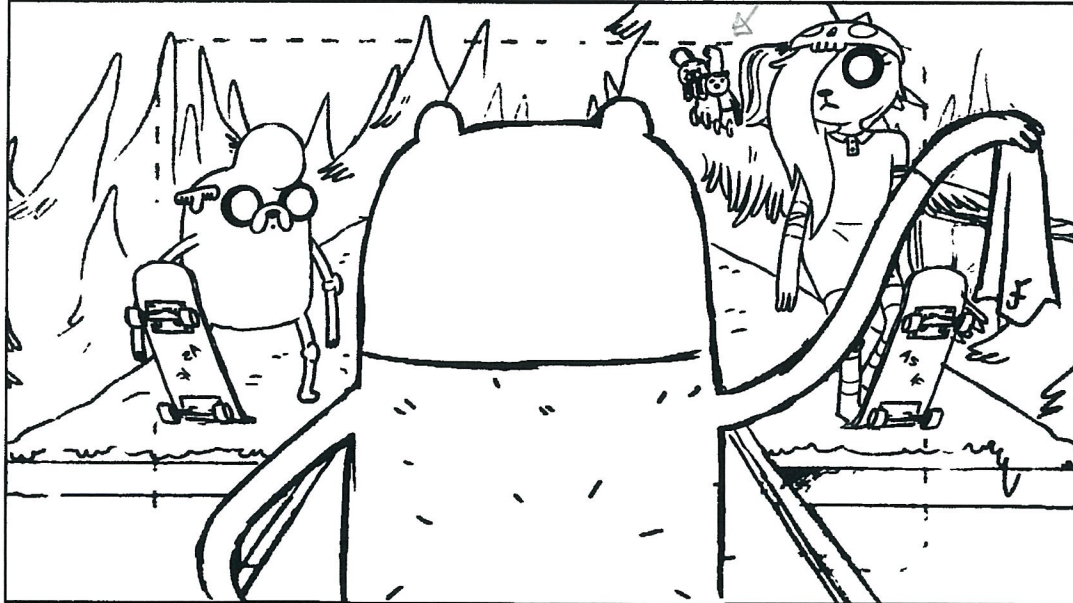
Page 232

Sc. 130

Pnl. A

Bg.

day night



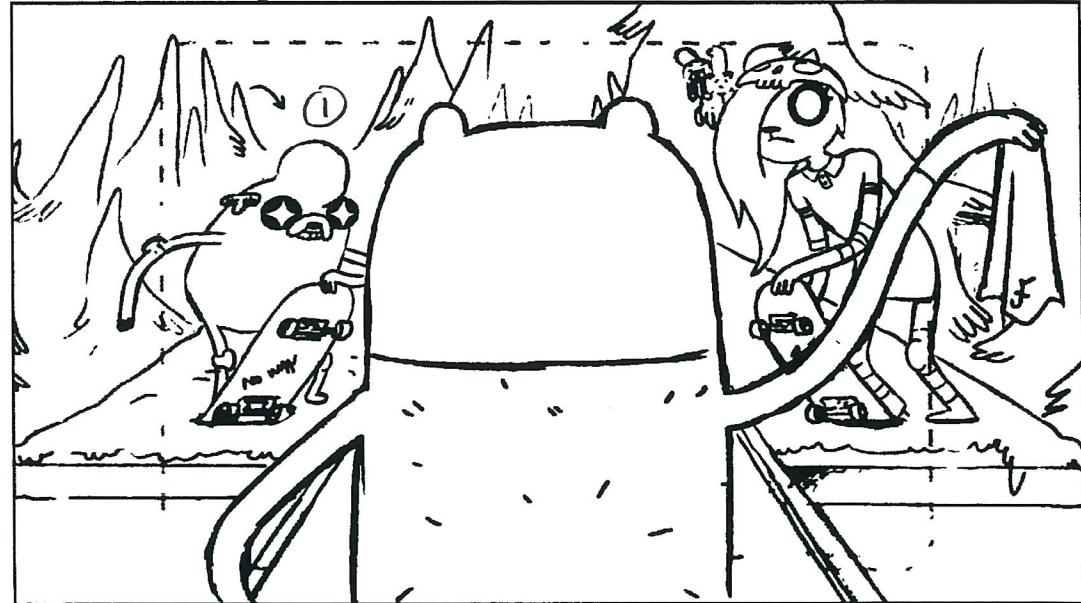
Sc. 130

CONT

Pnl. B

Bg.

day night



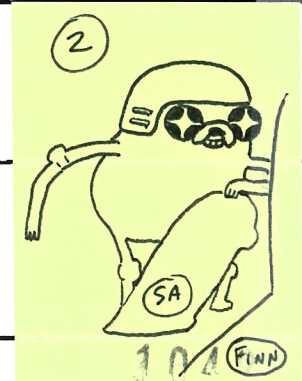
Dialog:

Action:

Timing:

- J. + B. READY THEMSELVES.
J's pompadour turns into helmet

MAR 16 2016



1042-245

EPISODE #

1042 245

Production :

ADVENTURE TIME



Page 233

233A ~~160~~
day night

Sc. 130 *cont*

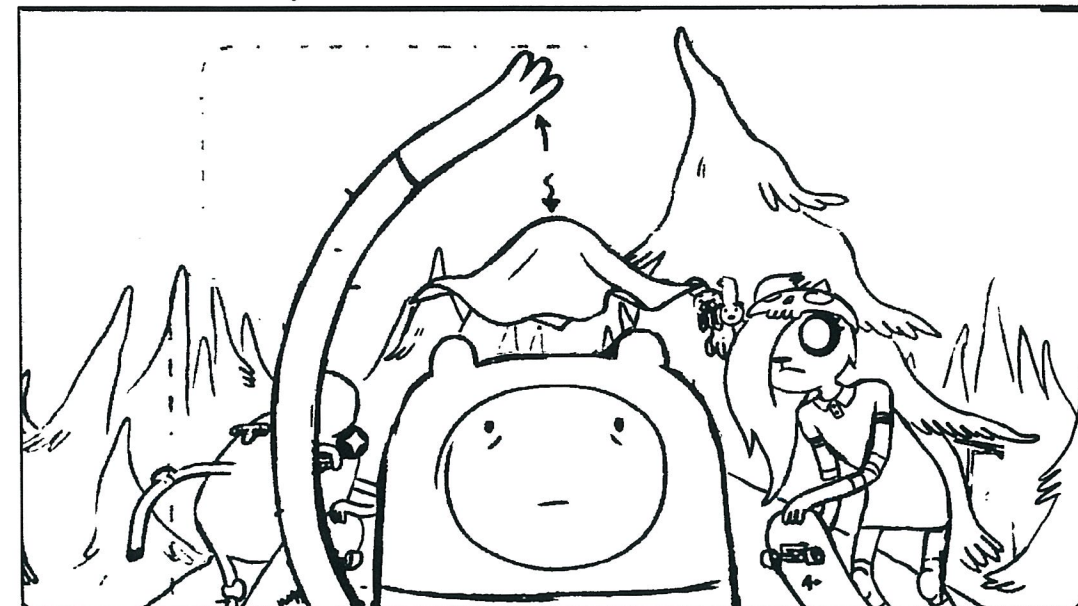
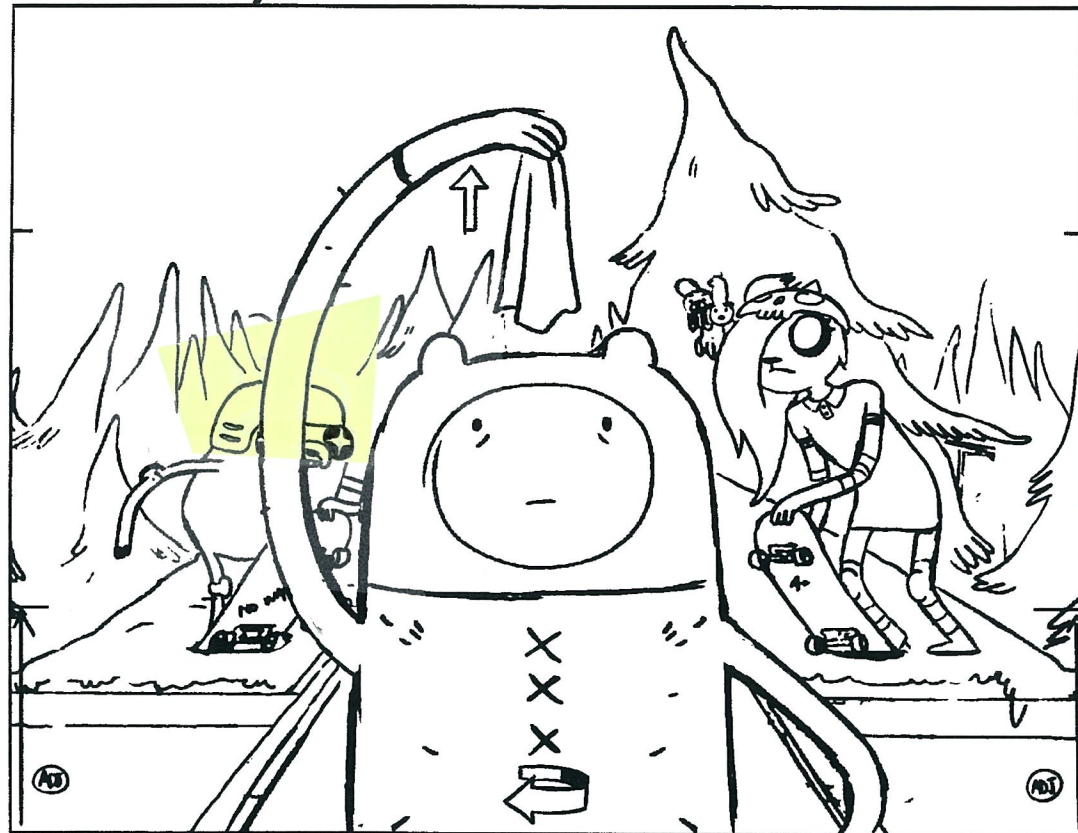
Pnl. C

Bg.

day night

Sc. 130 *cont* Pnl. D

Bg.



Action:

(ADJ) UP WITH FINN TURNING AND RAISING HANKY

FINN DROPS HANKY, (J) + (B)'S EYES FOLLOW
HANKY'S DESCENT

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

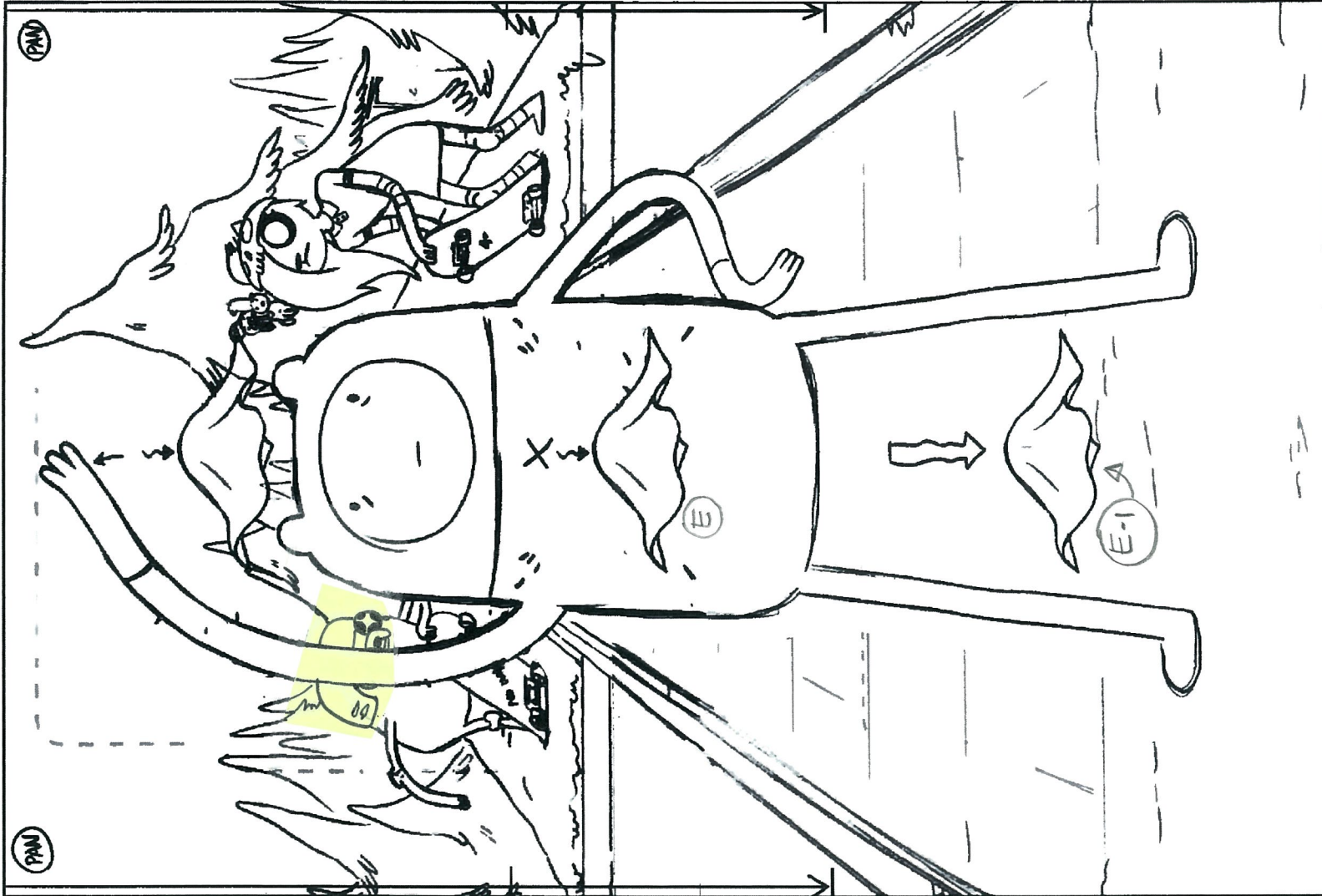
ADVENTURE TIME



Page 233A

234 NEXT

Sc. 130 CONT Pnl. E Bg. day night



MAR 16 2016

FINN DROPS HANKY
CAM PANS DOWN WITH HANKY DESCENT

③ + ⑧'S EYES FOLLOW
HANKY'S DESCENT

1042-245

EPISODE #

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Production :

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ADVENTURE TIME



Page 231

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
130	cont	F		

Dialog:

Action:

MAR 16 2016

Timing:

EPISODE # 1042-245

Production :

1042 245

1042 245

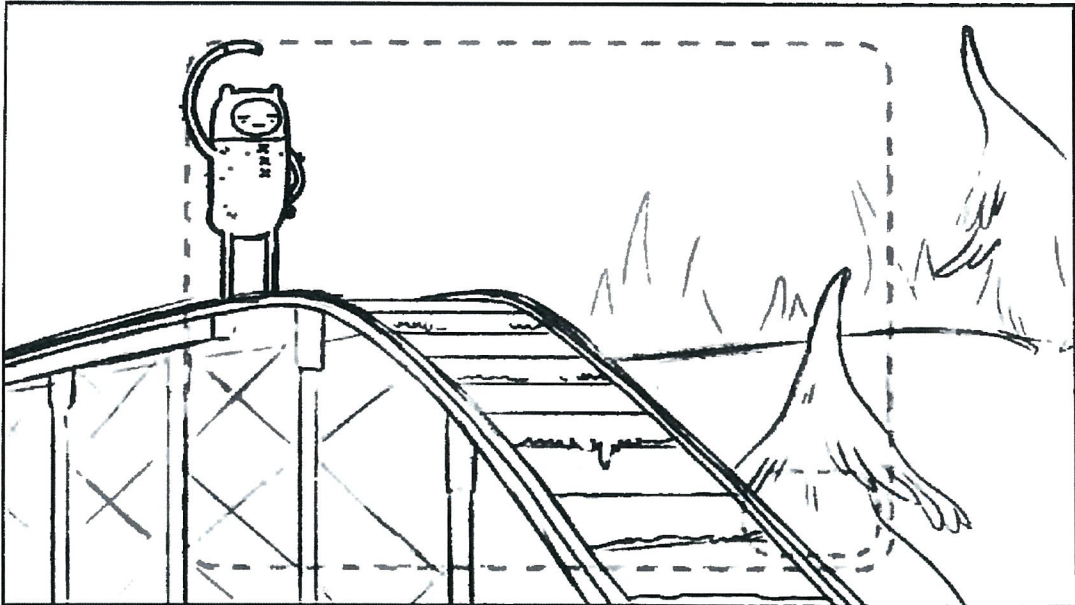
1042 245

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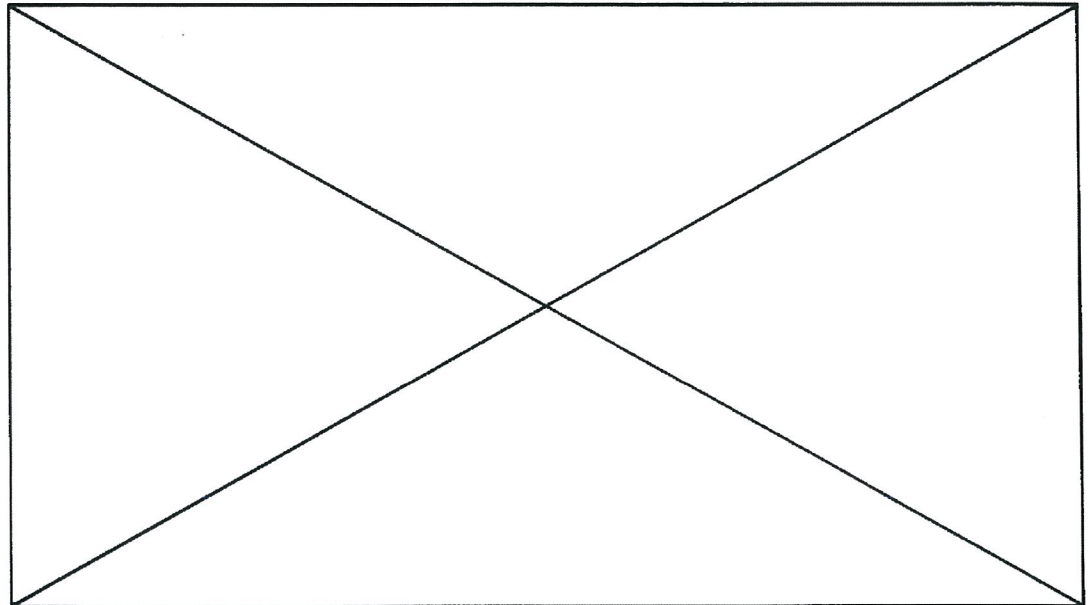
ADVENTURE TIME



Sc. 131 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
Action:	-FINN HAS DOZED OFF
Timing:	

MAR 16 2016

EPISODE # 1042-245
Production :

1042 245

1042 245

1042 245

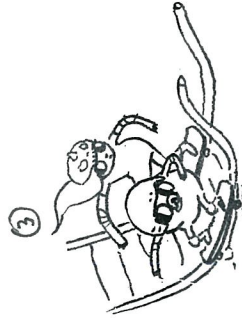
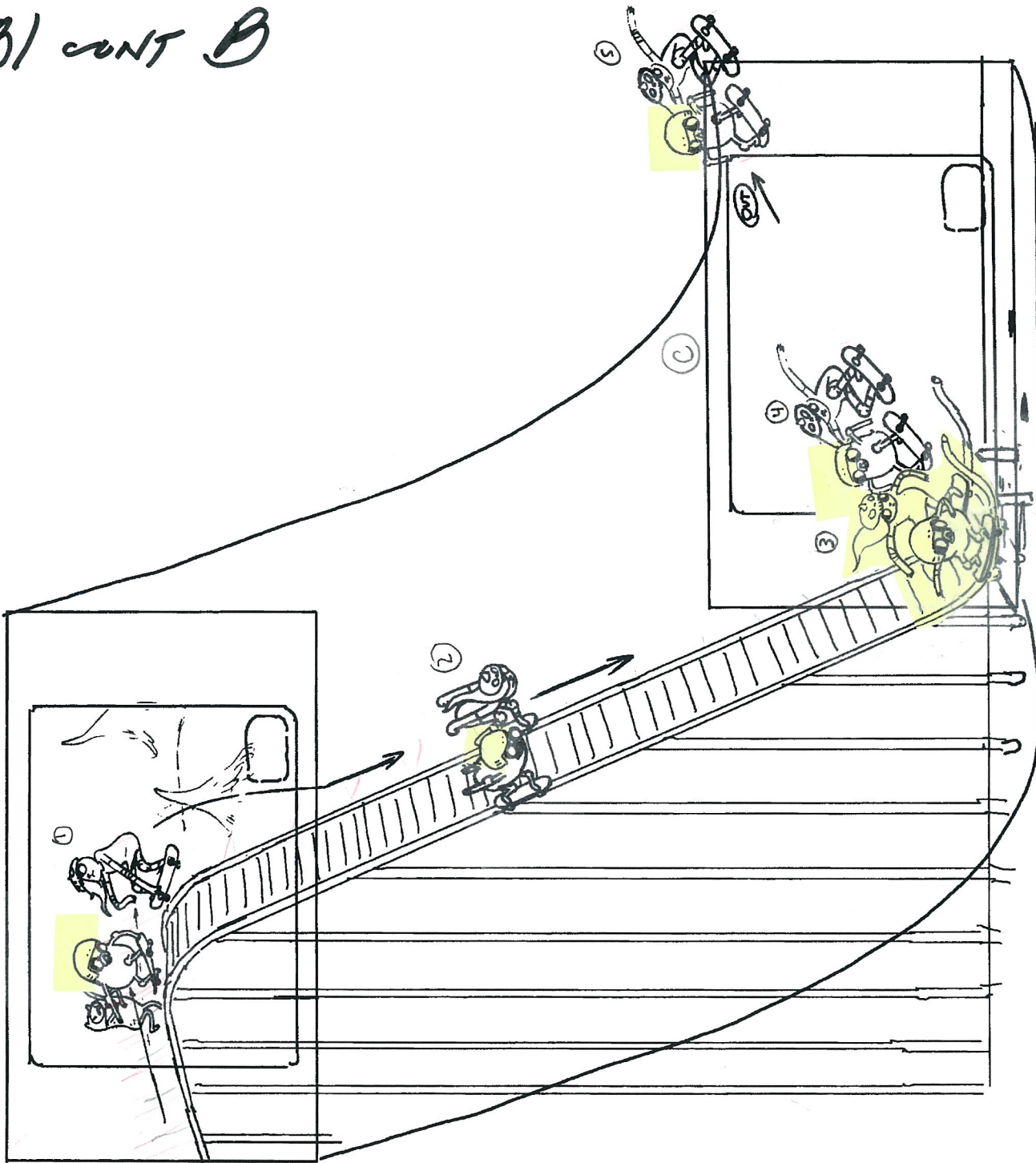


ADVENTURE TIME

Sc. 131 cont'd. B

Page 236

131 cont B



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1042 245

ADVENTURE TIME



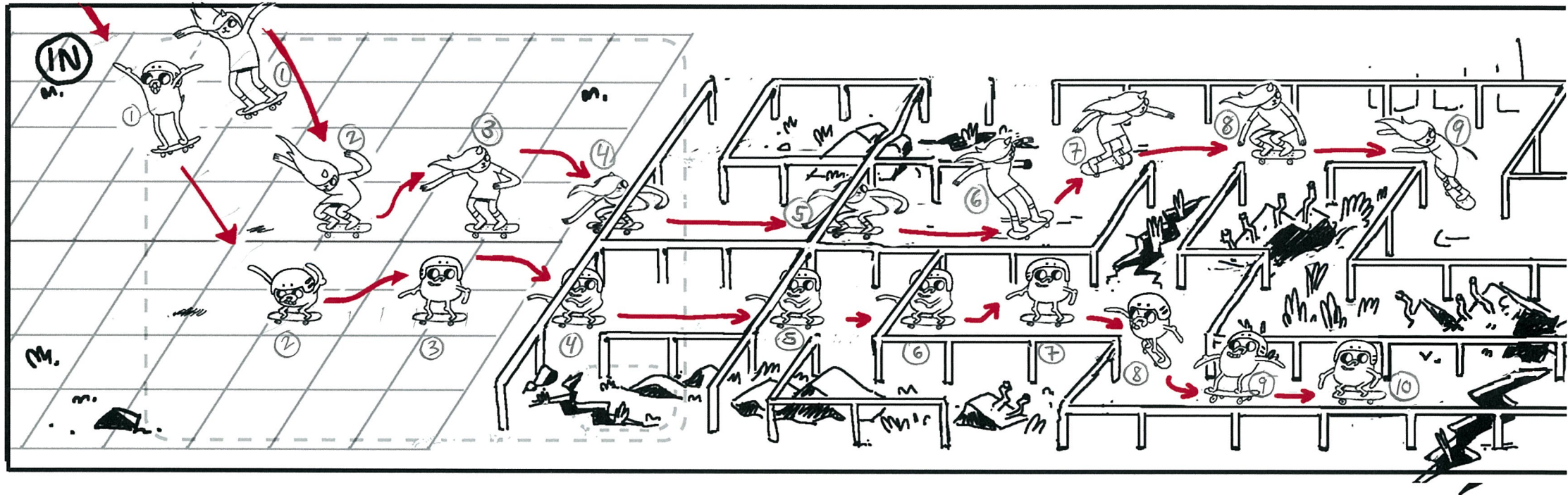
Sc. 132

PNL.A

Page 237
237A NEXT

START PAN

PAN CONTINUES
ON NEXT PAGE →



PAN W/ ACTION

MAR 16 2016

1042 245

1042 245

1042 245

ADVENTURE TIME



Sc. 132 CONT

PNL. B

Page 237 A

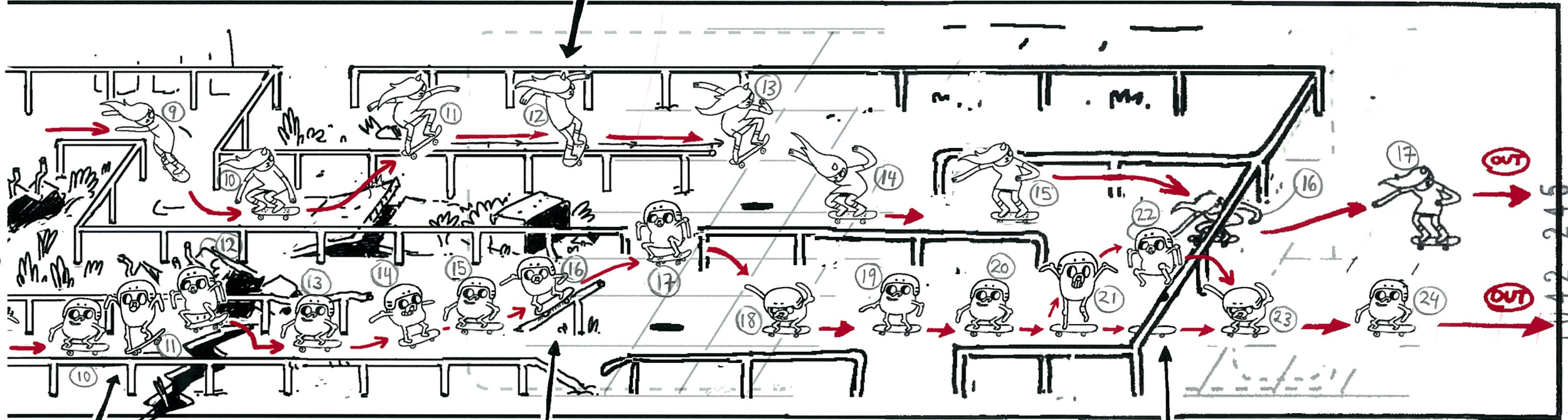
238 NEXT

→ PAN CONTINUES →

END PAN

ACTION: "BOARD SLIDE"
B. SLIDE ACROSS
END OF RAIL

1042 245



ACTION: "OLLIE"
J. & BOARD
JUMP ("OLLIE") OVER
CRACK.

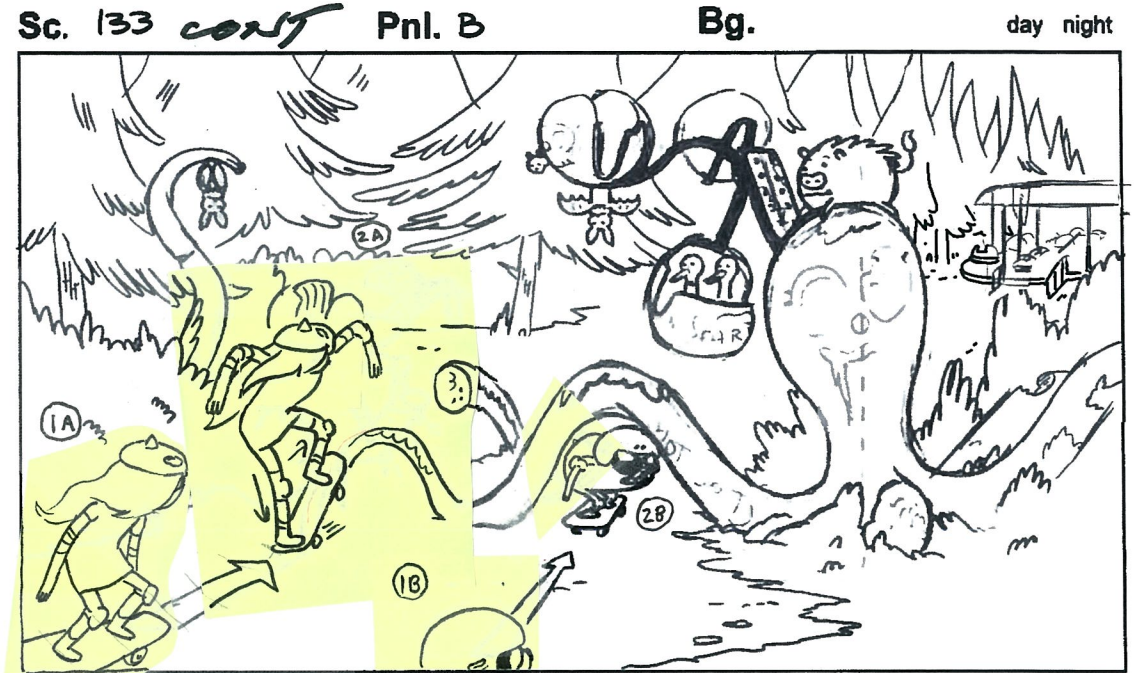
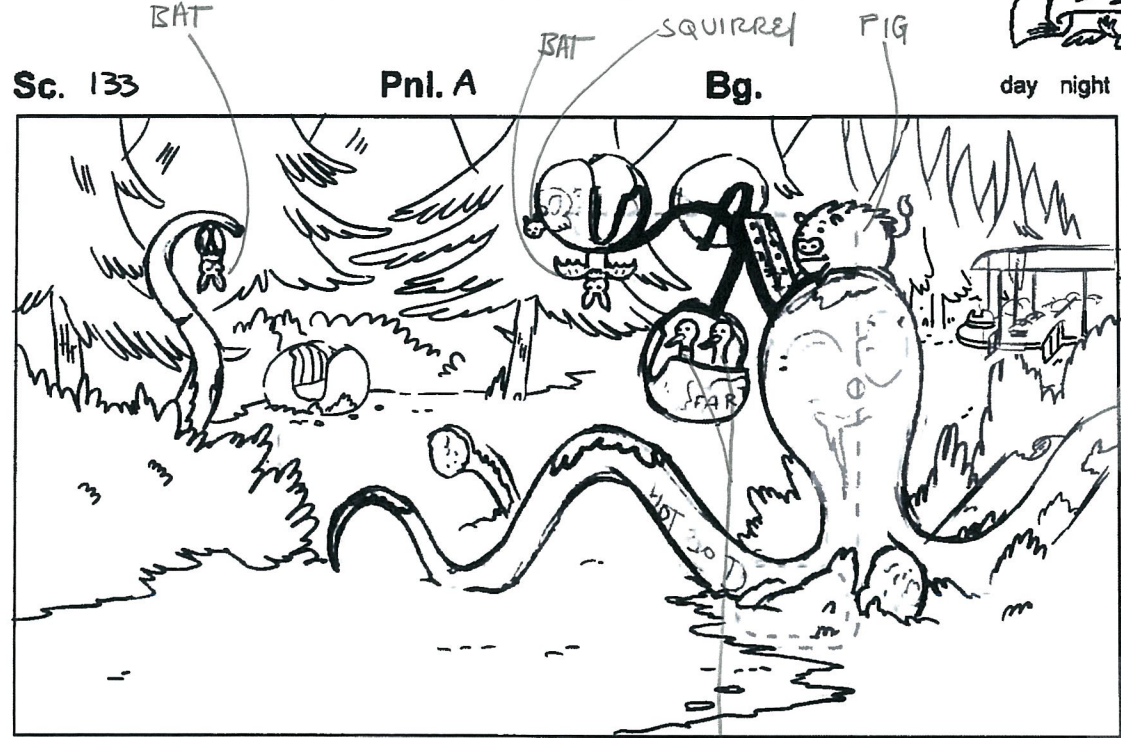
ACTION: "POLE JAM"
J. GRINDS UP & OFF
THE END OF RAIL.

ACTION: "HIPPIE JUMP"
- J. JUMPS OVER RAIL,
WHILE BOARD GOES UNDER.
J. LANDS ON BOARD ON
THE OTHER SIDE.

MAR 16 2016

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ADVENTURE TIME



Dialog:
Action:
Timing:

MAR 16 2016

ADVENTURE TIME



BAT

BAT

PIG

Page 239

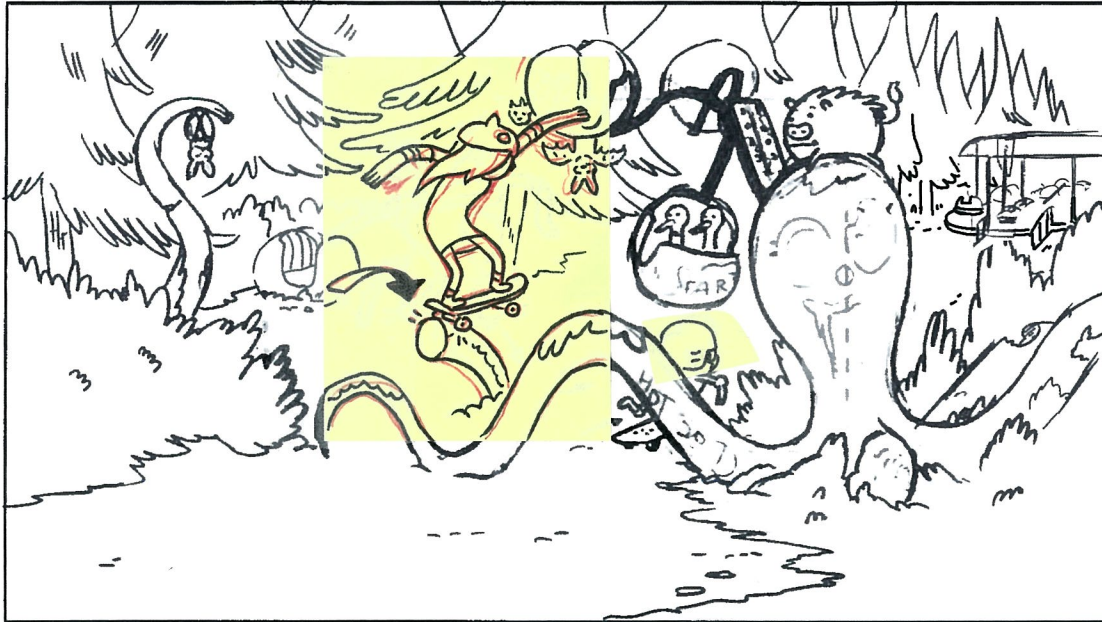
239A-EXT
day night

Sc. 133 *cont*

Pnl. C

Bg.

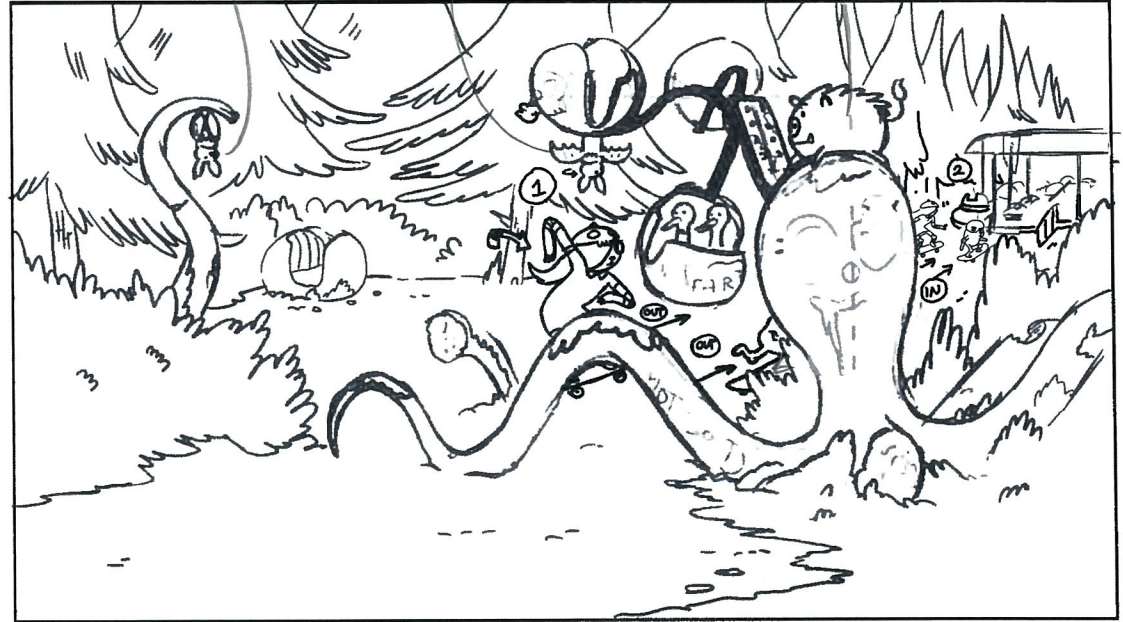
day night



Sc. 133 *cont*

Pnl. D

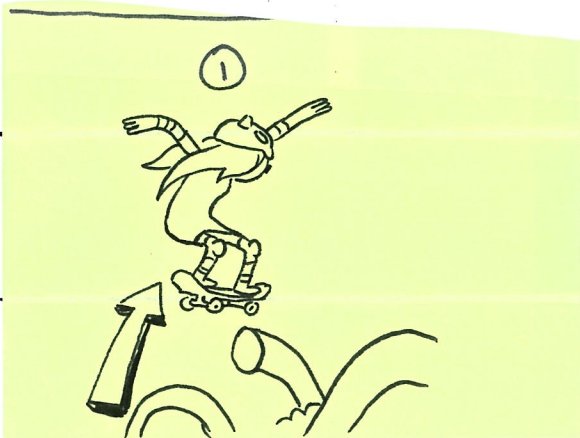
Bg.



Dialog:

Action:

Timing:



MAR 16 2016

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1042-245

EPISODE #

1042 245

Production :

ADVENTURE TIME



Page 239 A

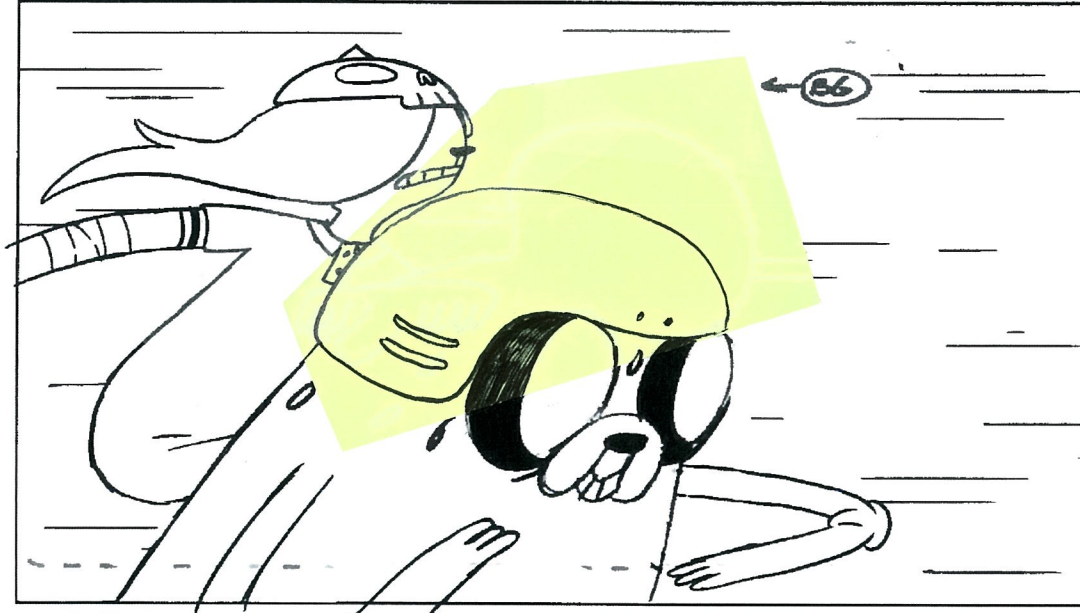
240 NEXT
day night

Sc. 134

Pnl. A

Bg.

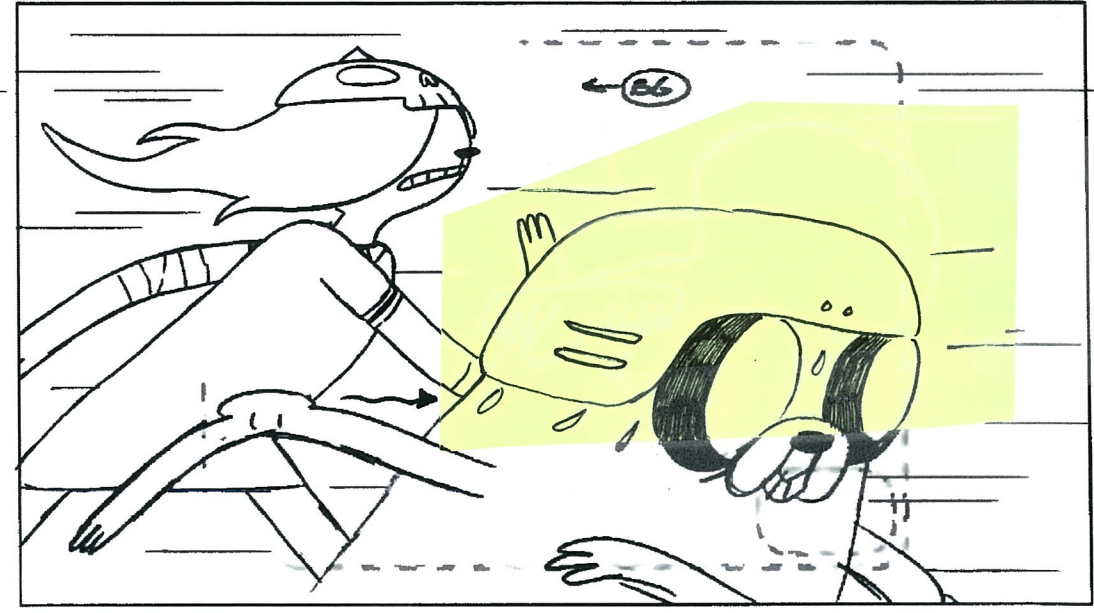
day night



Sc. 134 CONT

Pnl. B

Bg.



Dialog:	
Action:	- JAKE PULLS AHEAD A LITTLE
Timing:	

MAR 16 2016

1042-245

EPISODE #

Production :

1042 245

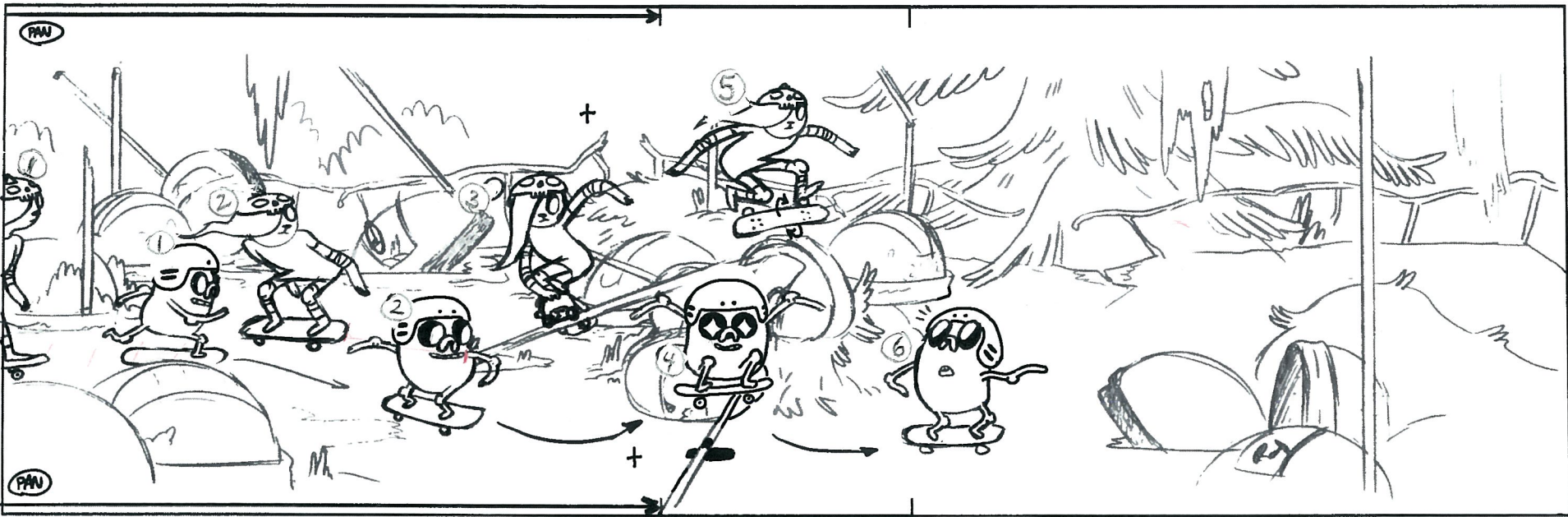
1042 245

1042 245

ADVENTURE TIME



Sc. 135 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

WITH SKATE BOARDING

MAR 16 2016

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1042 245

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EPISODE # 1042 245 1042-245

Production :

ADVENTURE TIME

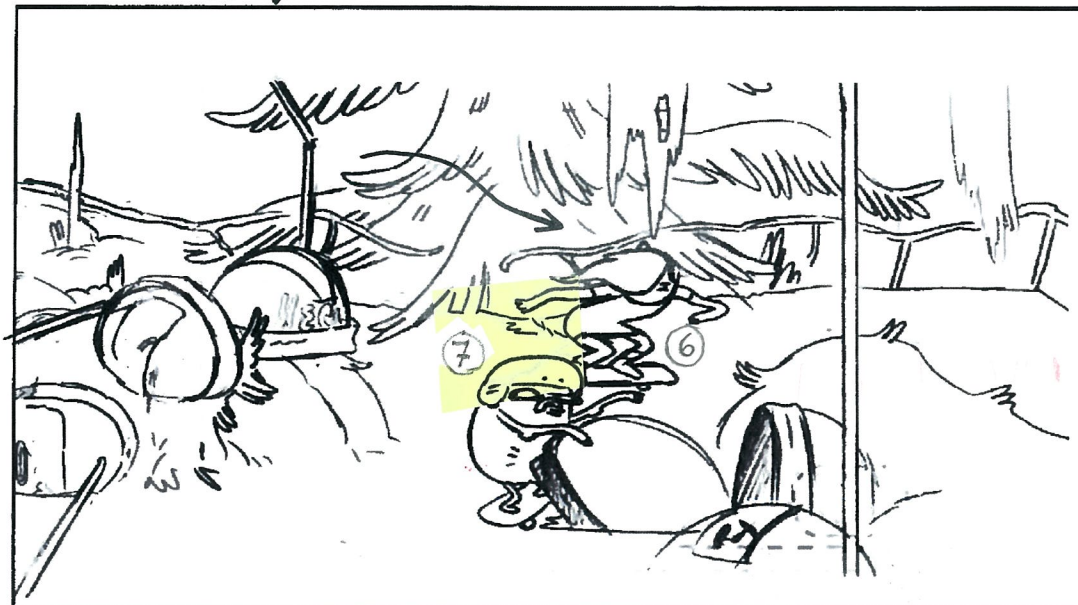


Page 241

Sc. 135 *cont* Pnl. B

Bg.

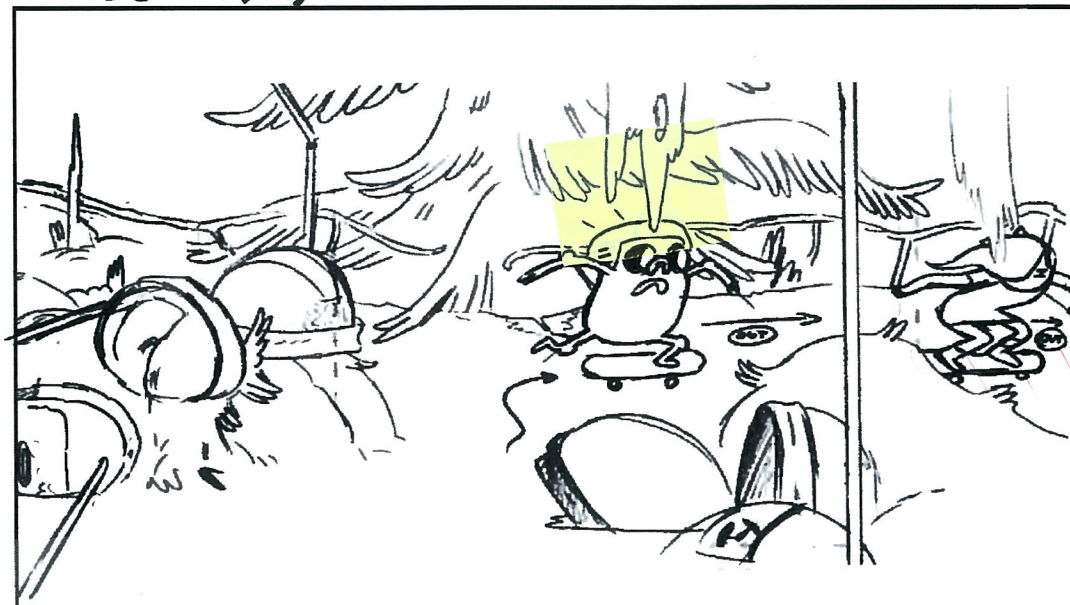
day night



Sc. 135 *cont* Pnl. C

Bg.

day night



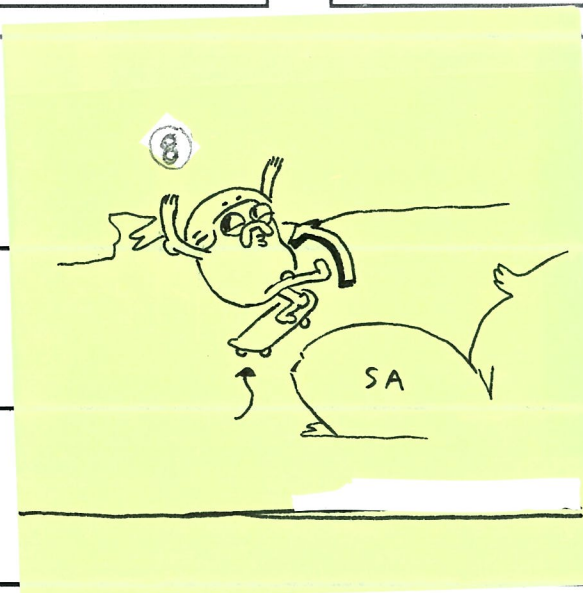
Dialog:

(J) DOOF!!

Action:

MOMENTARILY DISTRACTED
(J) BUMPS INTO BUMPER CAR

Timing:



(J) GNYAGH!!

(J) RECOVERS QUICKLY

MAR 16 2016

Production :

EPISODE # 1042-245

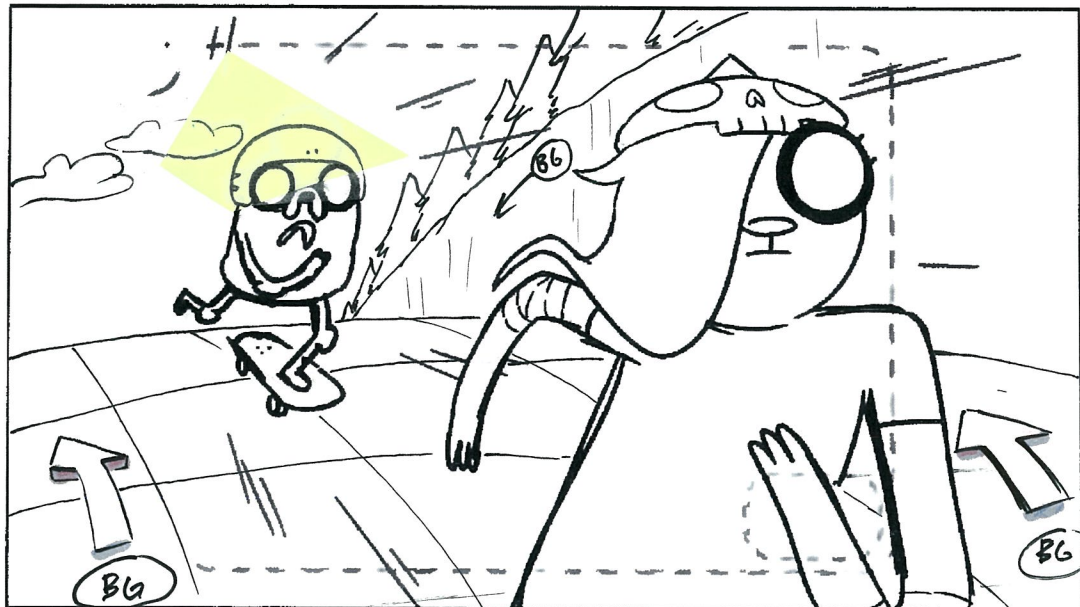
1042 245

1042 245

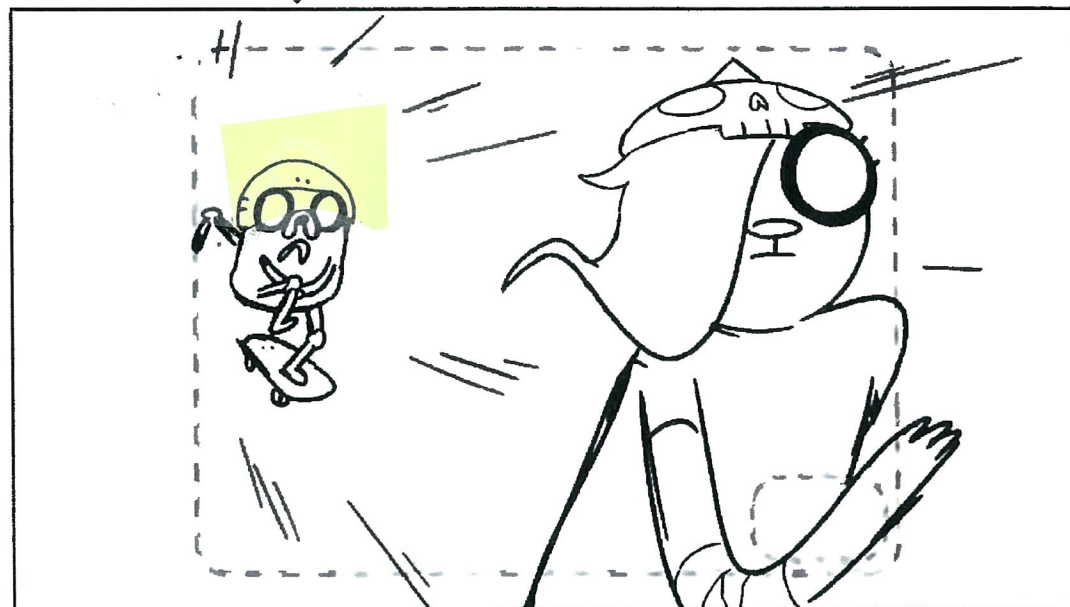
ADVENTURE TIME



Sc. 136 Pnl. A Bg. day night



Sc. 136 *cont* Pnl. B Bg. day night



Page 242
242A NEXT

Dialog:

⑤ ≡ HUFFING & PUFFING:

Action:

⑤ CAN'T KEEP UP AND STARTS FALLING BEHIND

MAR 16 2016

Timing:

EPISODE # 1042-245

1042 245

Production :

1042 245

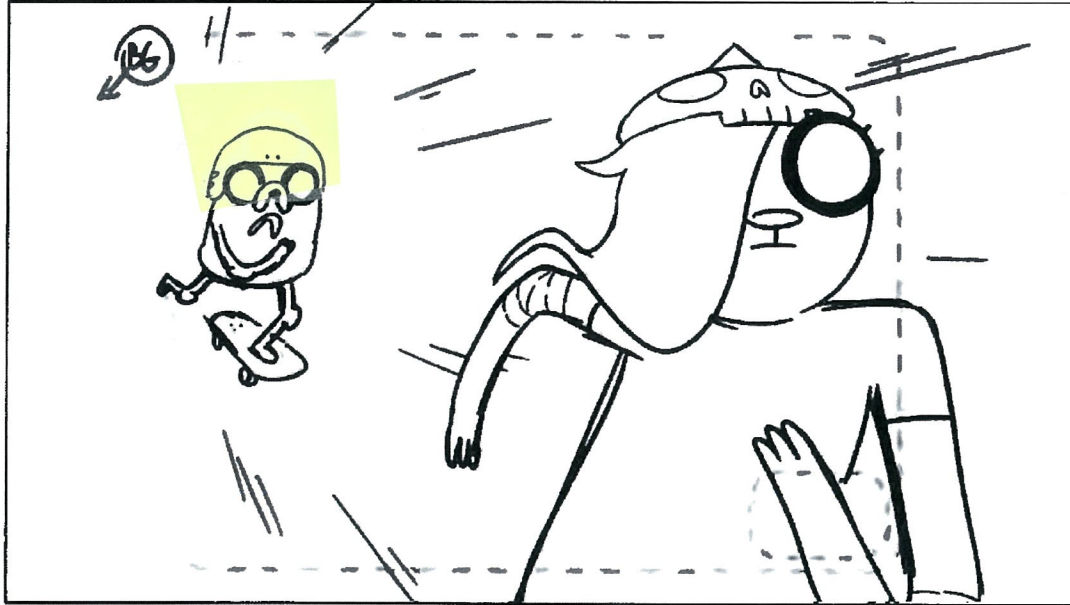
ADVENTURE TIME



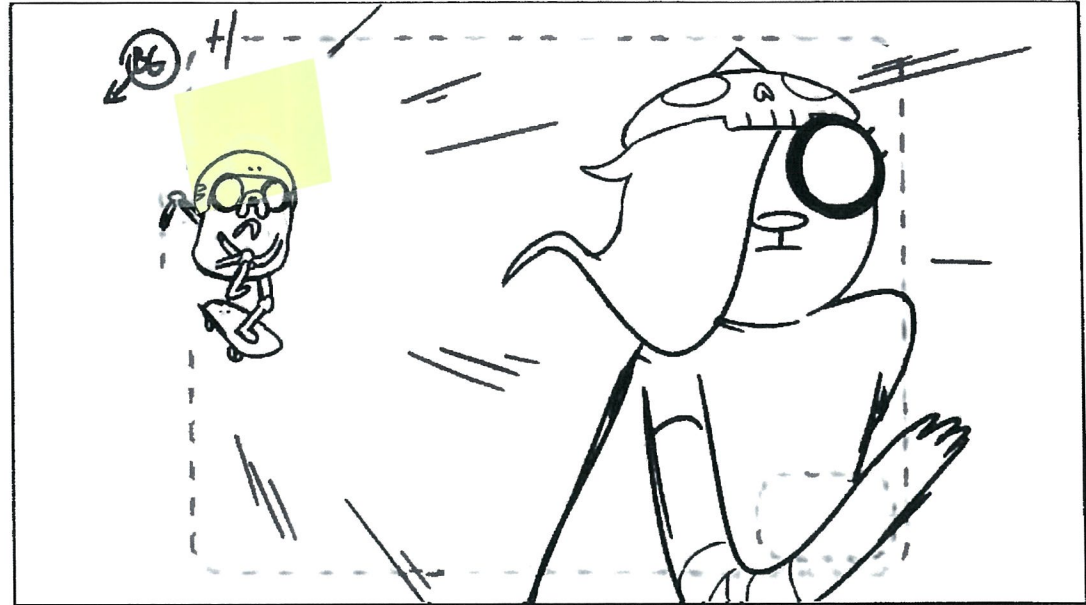
Page 242 A

242 NEXT

Sc. 136 *cont* Pnl. C Bg. day night



Sc. 136 *cont* Pnl. D Bg. day night



Dialog:

⑤ = HUFFING & PUFFING:

Action:

⑤ CAN'T KEEP UP AND STARTS FALLING BEHIND

MAR 16 2016

Timing:

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Production :

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1042 245

1042 245

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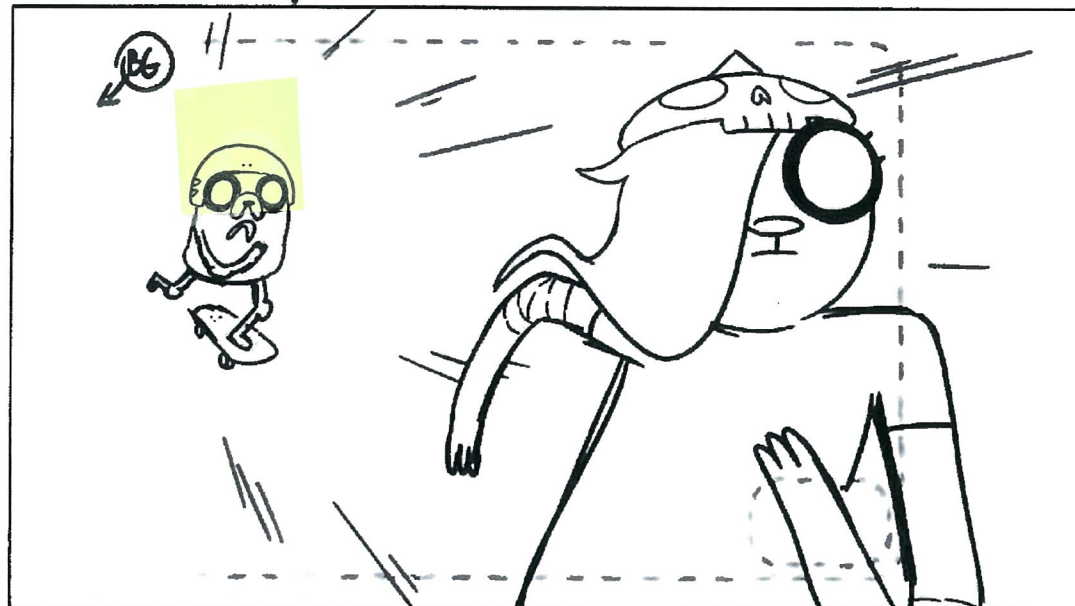
ADVENTURE TIME



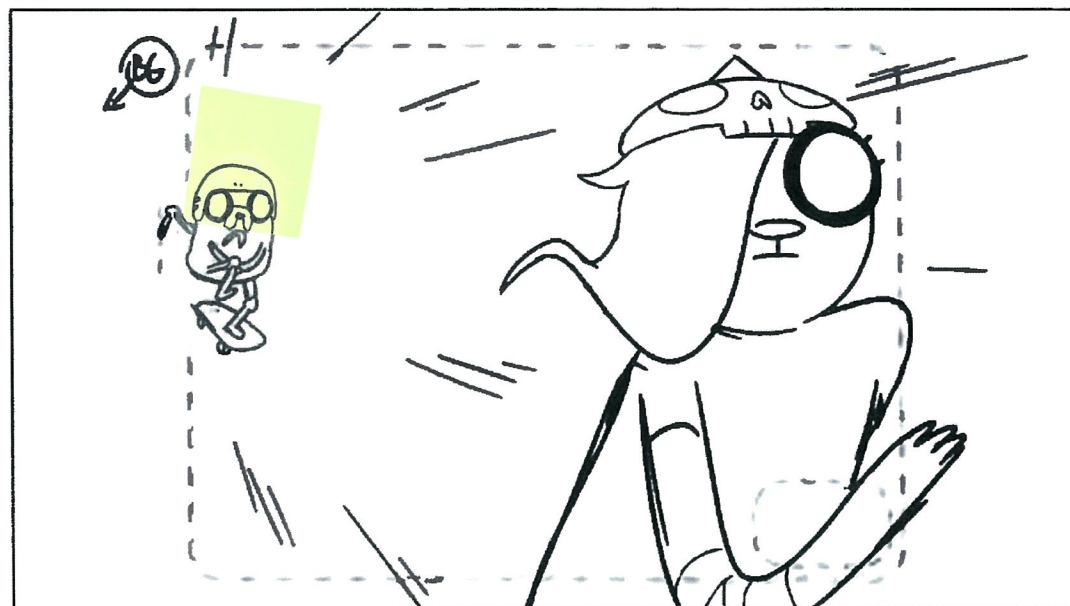
Page 242 B

242C NEXT

Sc. 136 CONT Pnl. E Bg. day night



Sc. 136 CONT Pnl. F Bg. day night



Dialog:	⑤ ≡ HUFFING & PUFFING:	
Action:	⑤ CAN'T KEEP UP AND STARTS FALLING BEHIND	
Timing:		

MAR 16 2016

EPISODE # 1042-245

Production :

1042 245

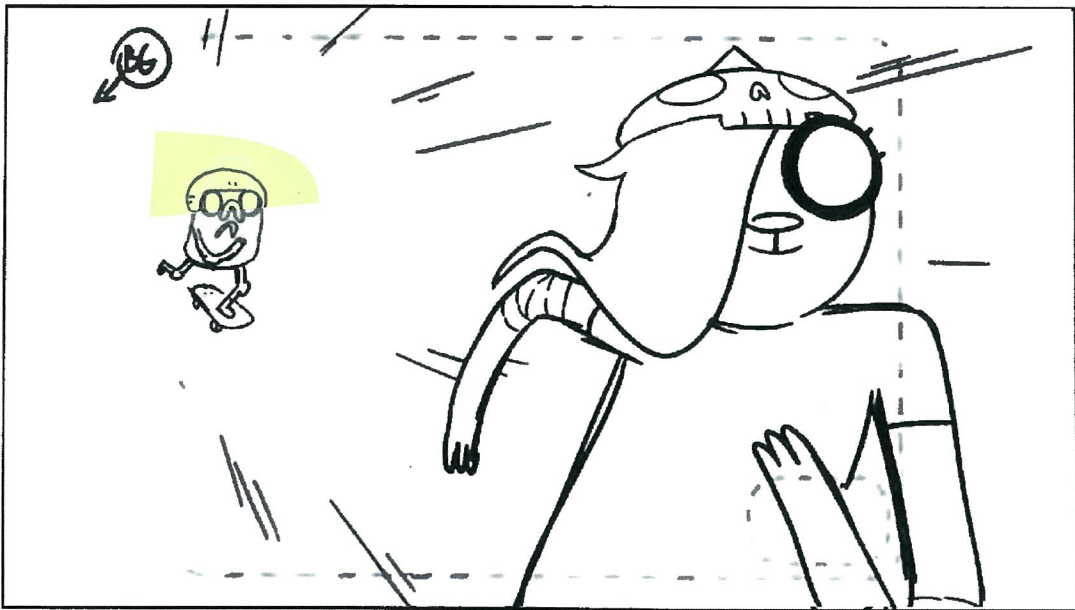
1042 245

1042 245

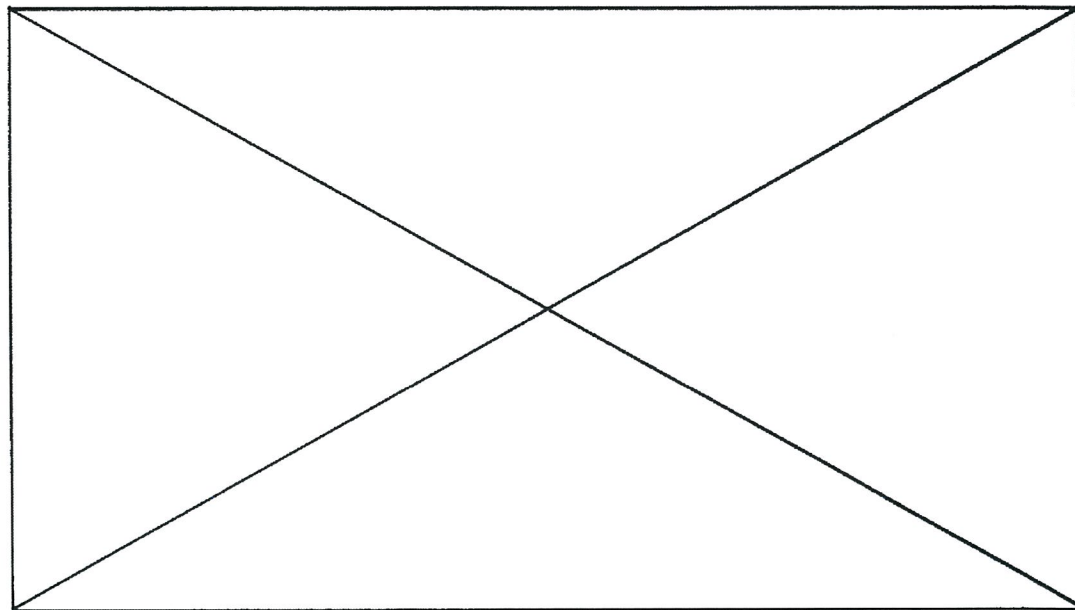
ADVENTURE TIME



Sc. 136 *cont* Pnl. G Bg. day night



Sc. Pnl. Bg. Page 242 C *243 next*
day night



Dialog:	⑤ = HUFFING & PUFFING
Action:	
Timing:	

MAR 16 2016

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EPISODE # 1042-245
1042 245
Production :

1042 245

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ADVENTURE TIME



Sc. 137

Pnl. A

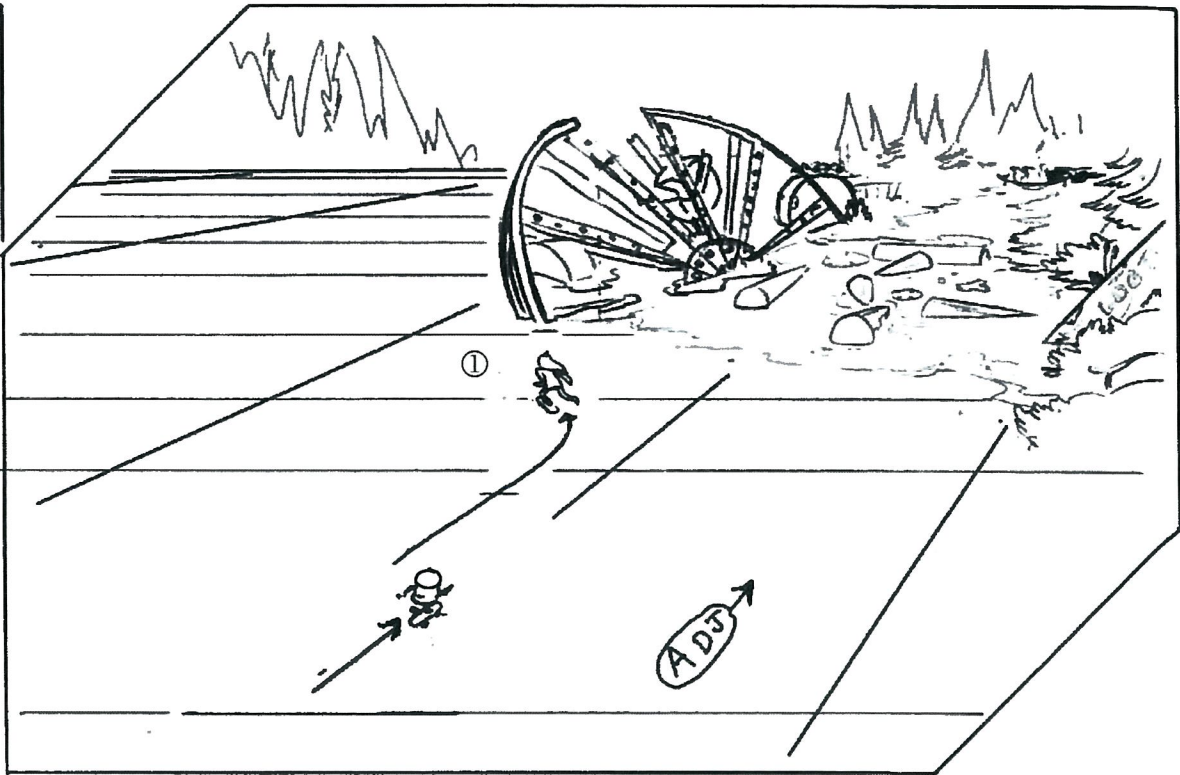
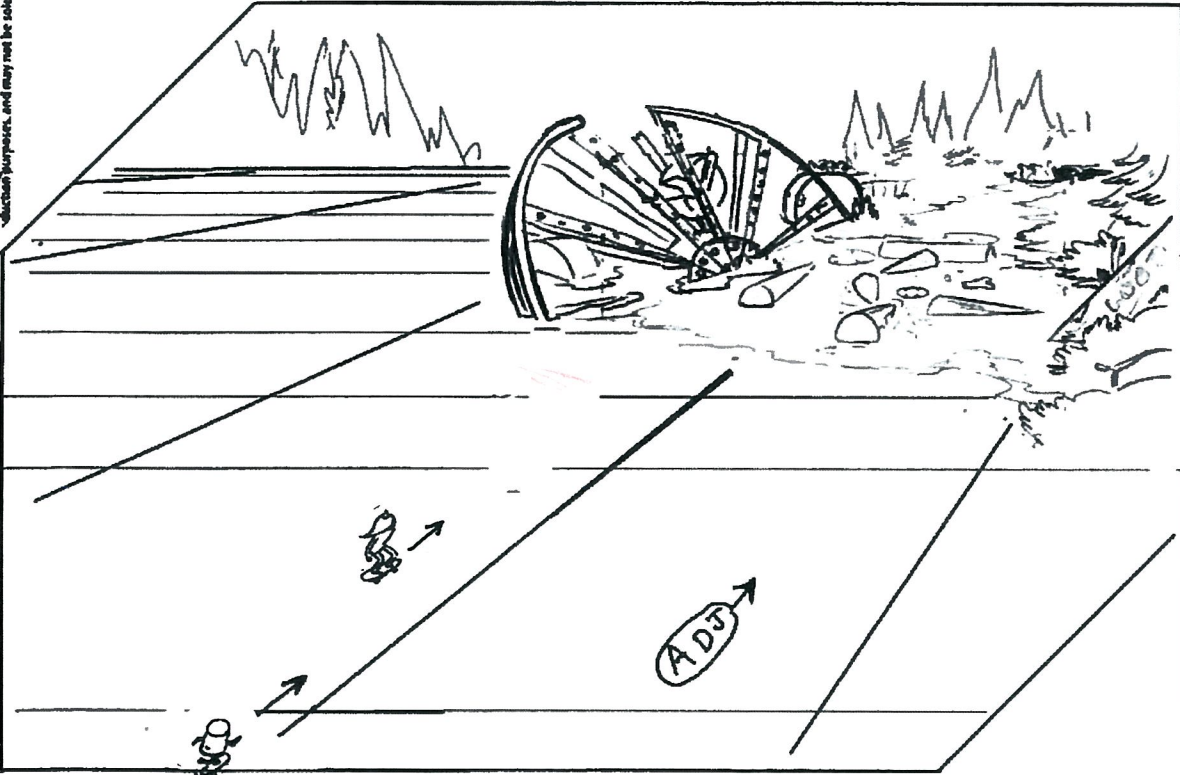
Bg.

day night

Sc. 137 *cont* Pnl. B

Bg.

day night



Action:

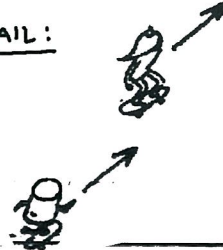
- BRONWYN + JAKE HEAD TOWARDS LOGS.

- BRONWYN VEERS LEFT

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DETAIL:

Timing:



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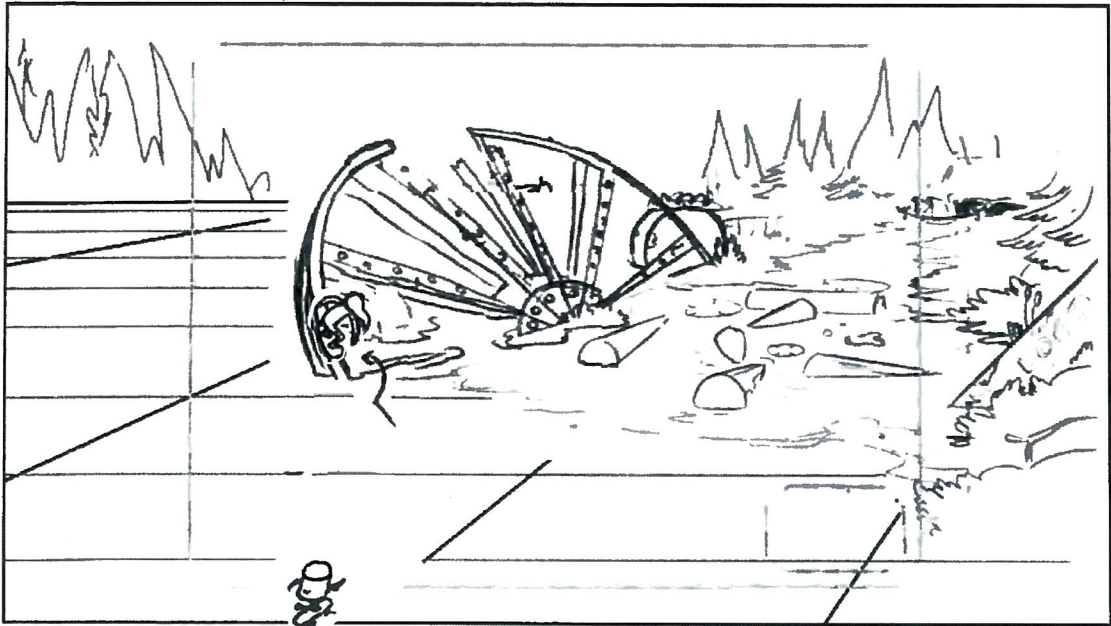
ADVENTURE TIME



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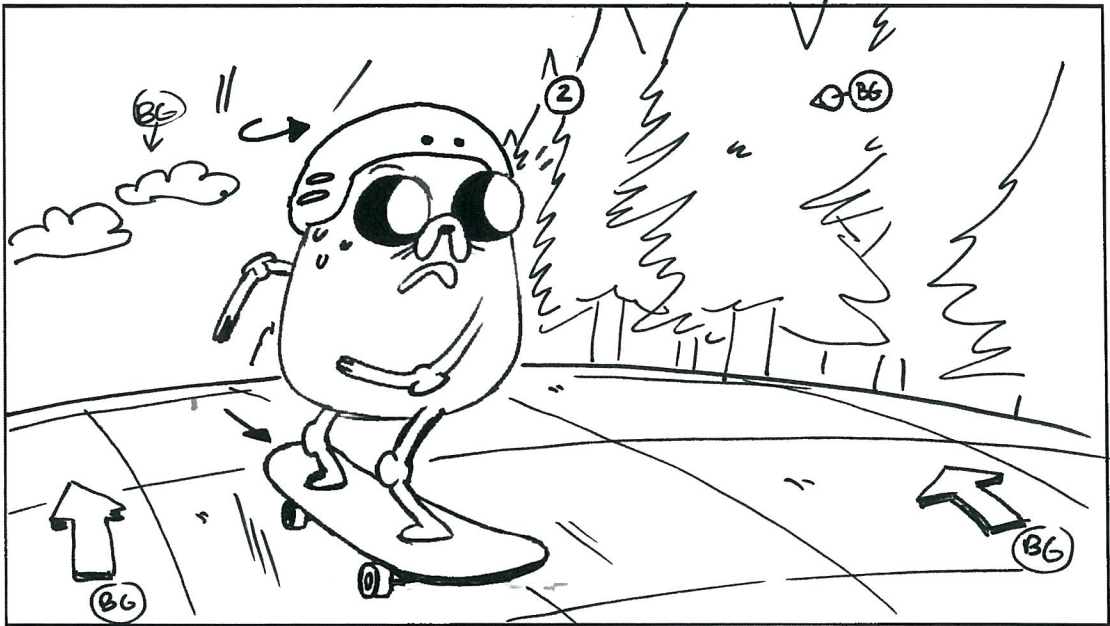
Sc. 137 cont Pnl. C

Bg. day night



Sc. 138 Pnl. A

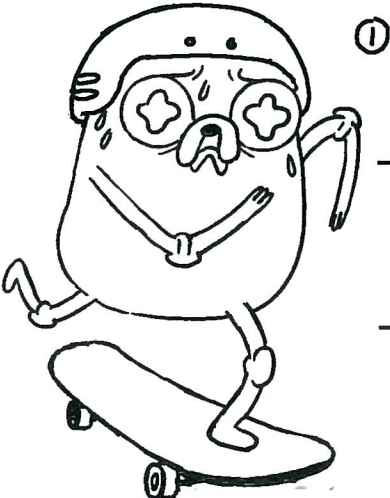
Bg. day night



Dialog:

Action:

Timing:



①, ② J HUH?

JAKE NOTICES (B) HAS TAKEN A TURN
MAR 1 6 2016

EPISODE # 1042-245
1042 245
Production :

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1042 245

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ADVENTURE TIME



Page 245

Sc. 139

Pnl. A

Bg.

day night

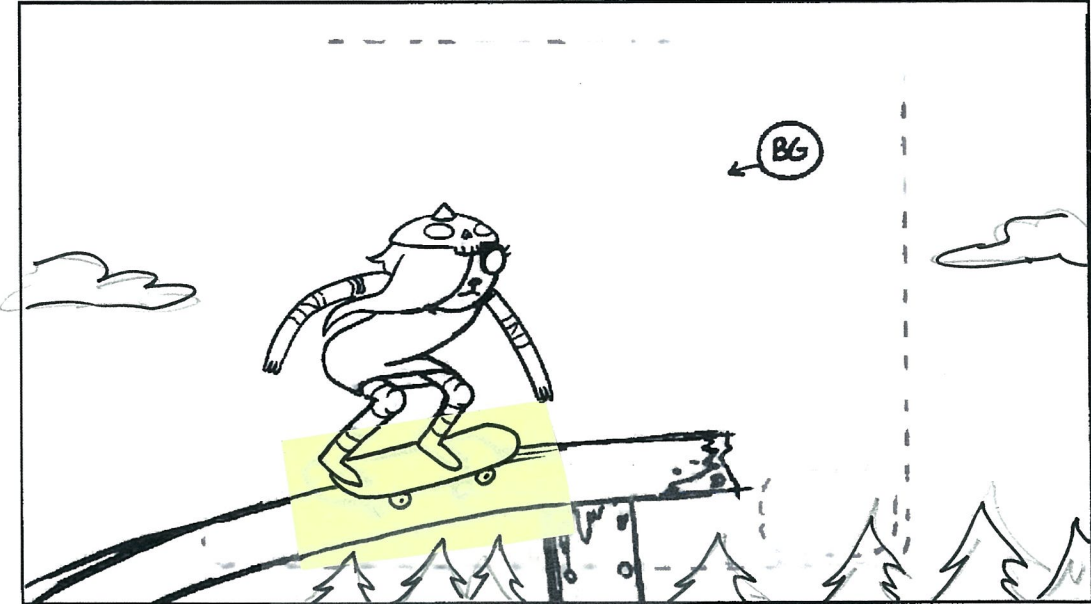


Sc. 140

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

MAR 16 2016

EPISODE #

Production :

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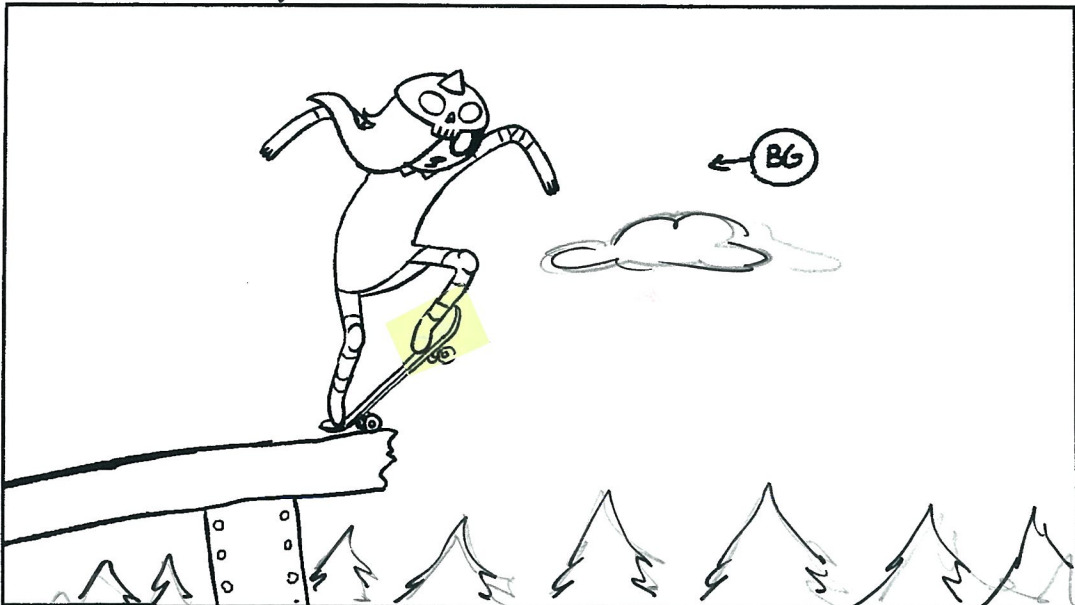
1042 245

1042 245

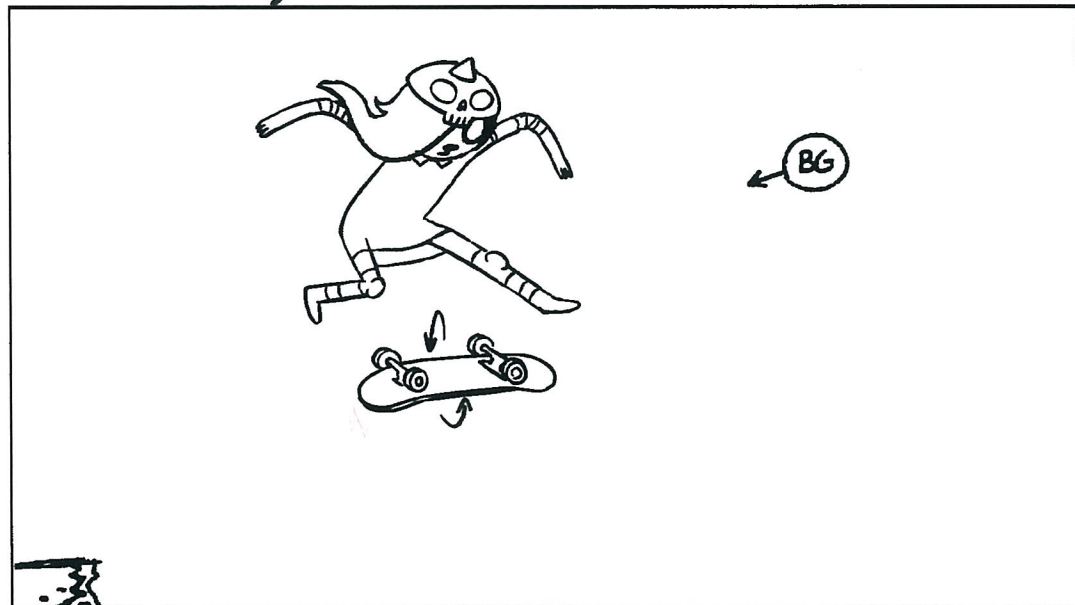
ADVENTURE TIME



Sc. 140 *cont* Pnl. B Bg. day night



Sc. 140 *cont* Pnl. C Bg. day night



Dialog:

Action: - B. JUMPS GAP.

MAR 16 2016

Timing:

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1042 245

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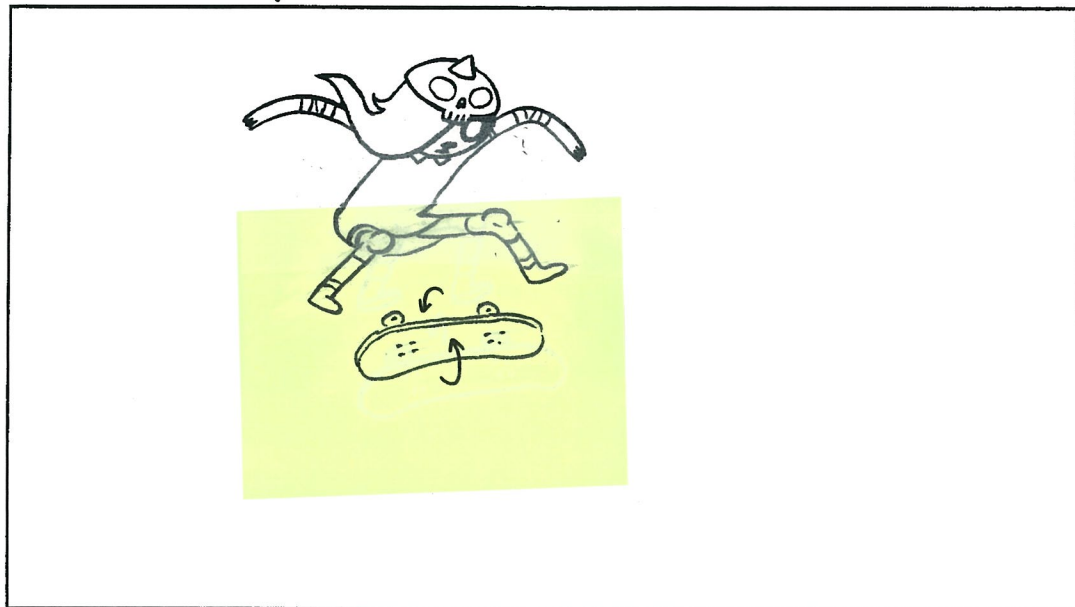
1042 245

ADVENTURE TIME

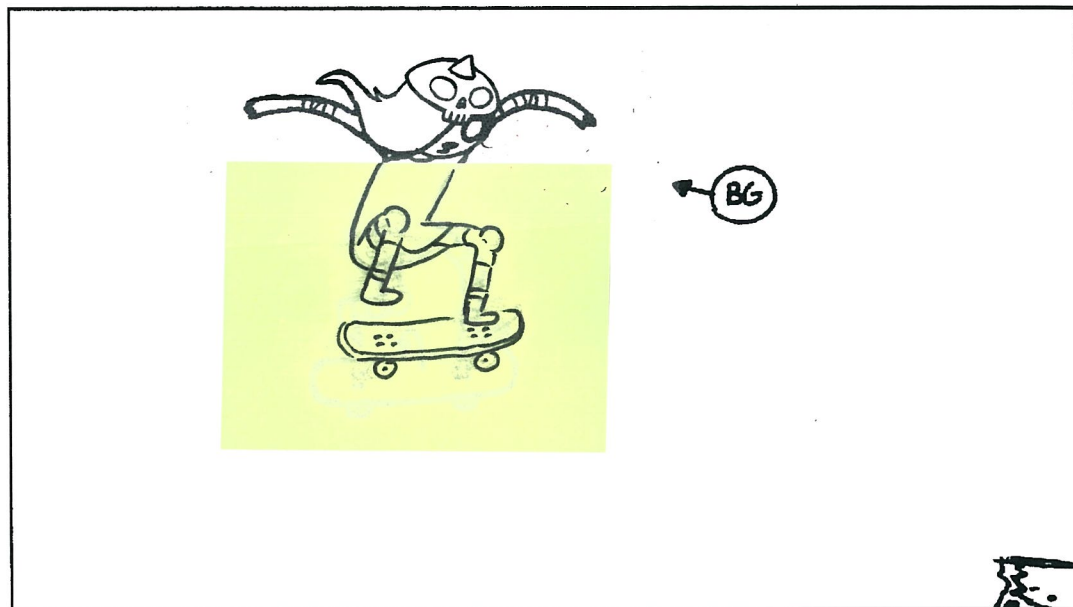


Page 247

Sc. *140 cont* Pnl. *D* Bg. day night



Sc. *140 cont* Pnl. *E* Bg. day night



Dialog:

Action:

Timing:

MAR 16 2016

Production :

EPISODE #

1042-245

1042 245

1042 245

1042 245

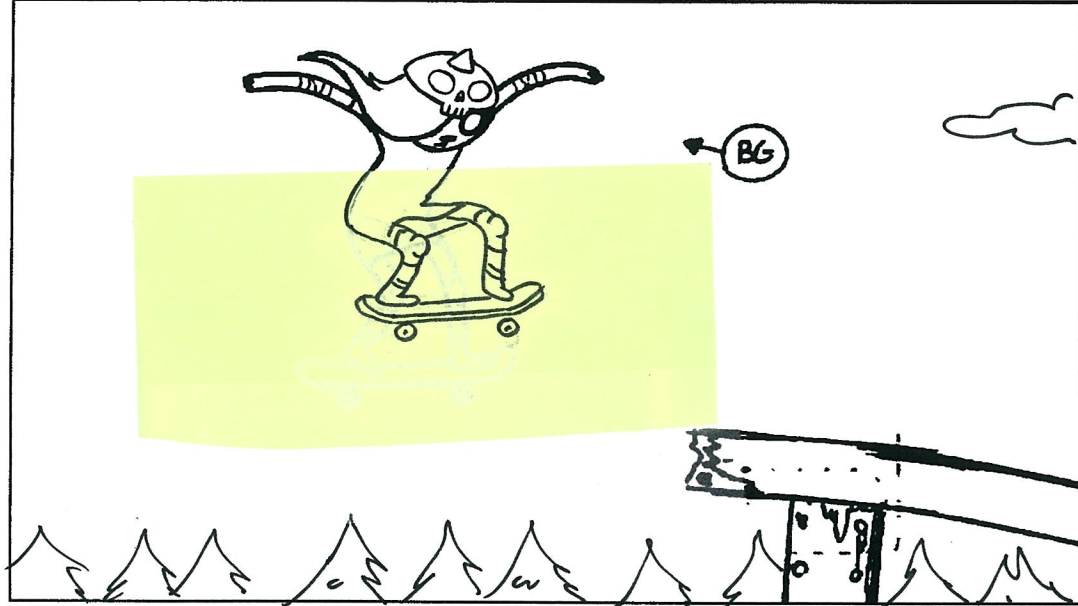
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ADVENTURE TIME



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Sc. 140 *cont* Pnl. F Bg. day night



Sc. 140 *cont* Pnl. G Bg. day night



Dialog:

Action:

Timing:

MAR 16 2016

1042-245

EPISODE #

1042 245

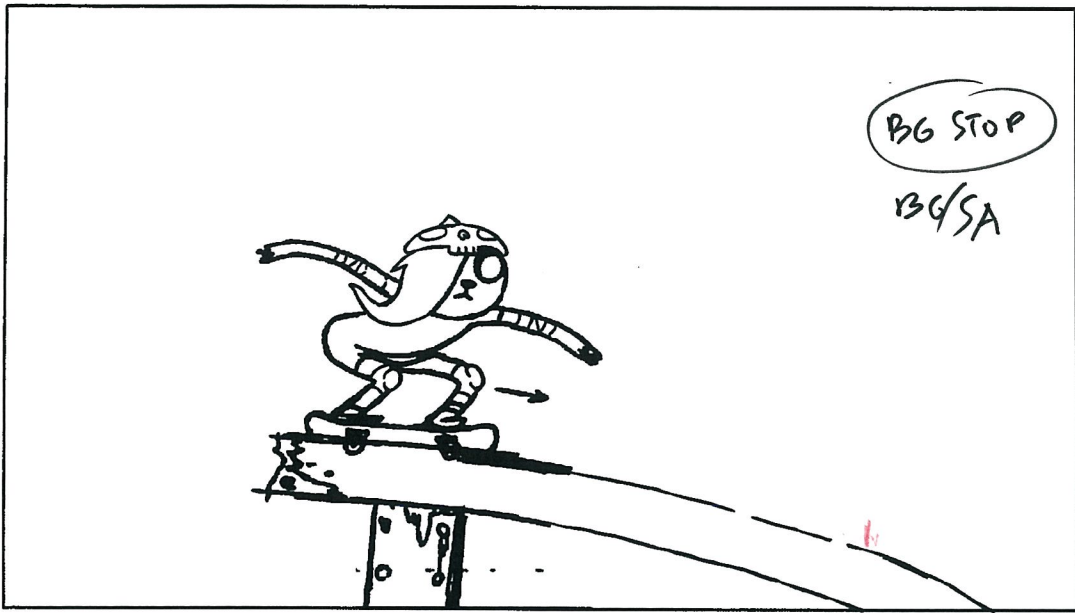
Production :

1042 245

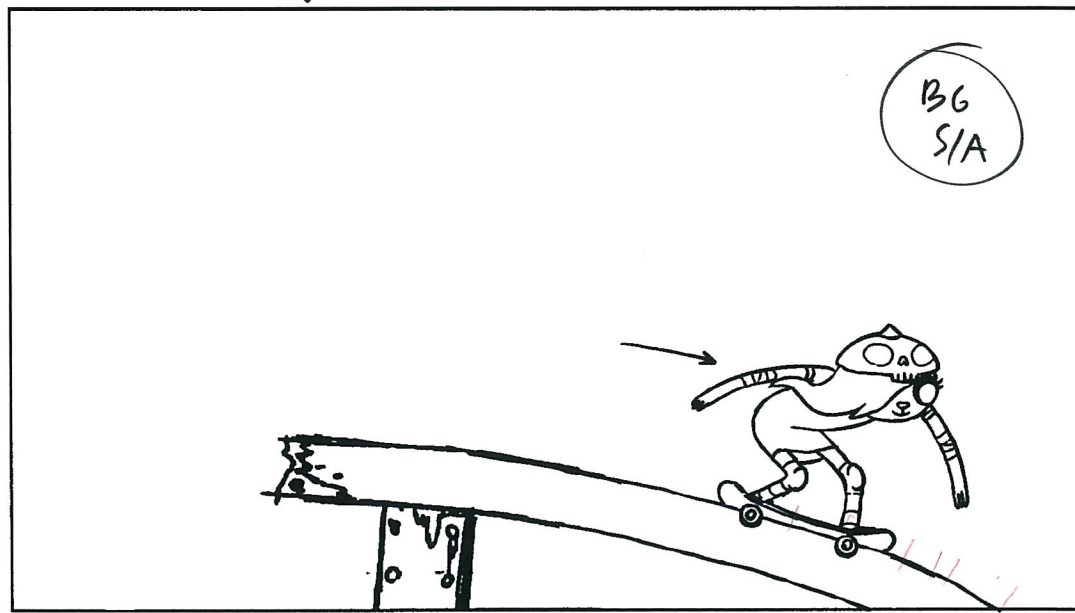
ADVENTURE TIME



Sc. 140 cont Pnl. 4 Bg. day night



Sc. 140 cont Pnl. 1 Bg. day night



Page 249
249A NEXT

Dialog:
Action:
Timing:

MAR 16 2016

EPISODE # 1042-245
Production :

1042 245

1042 245

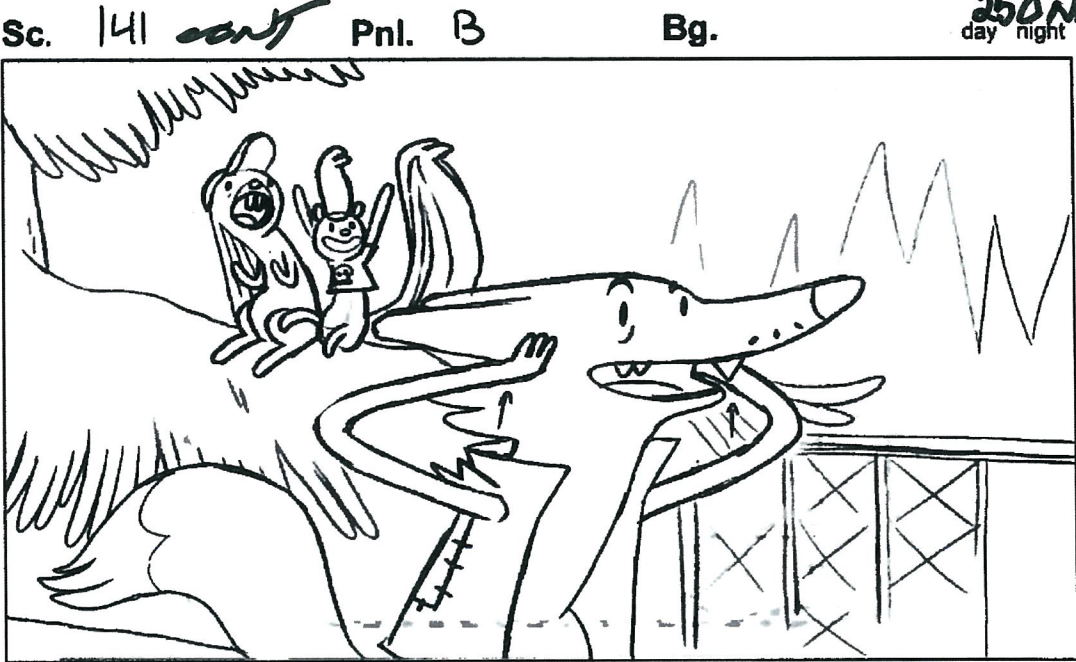
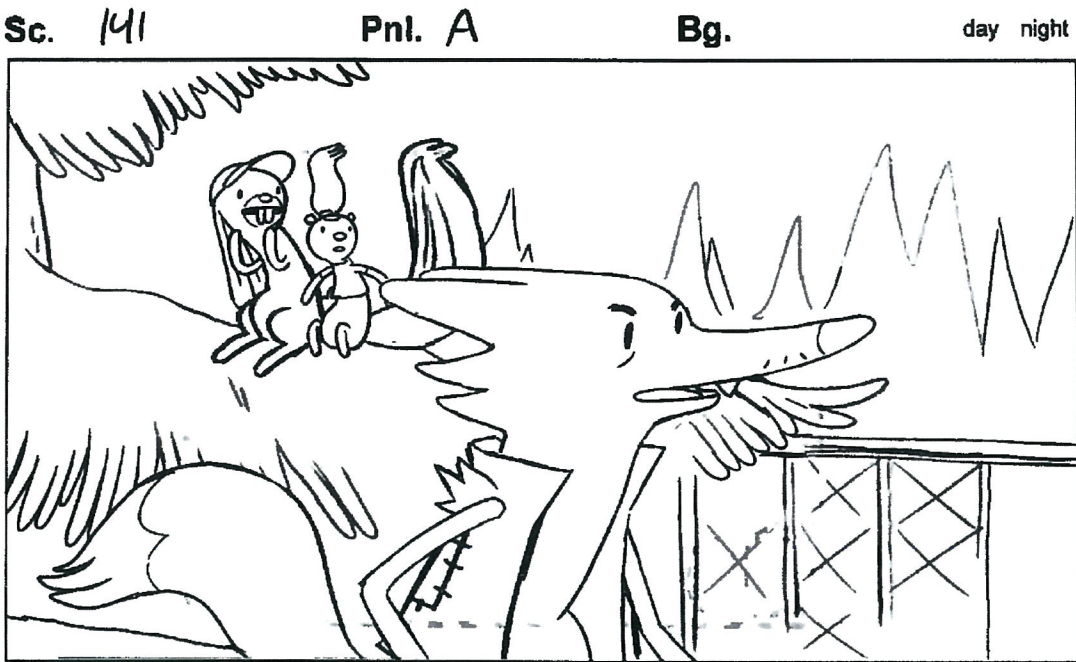
1042 245

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ADVENTURE TIME



Page 249A
250 NEXT
day night



Dialog:	<p><u>FOX</u> GLOBDANG! I LOVE YOU BRONWYN!</p> <p><u>SFX:</u> [CROWD CHEERING]</p>
Action:	<p>MAR 16 2018</p>
Timing:	

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EPISODE #

Production :

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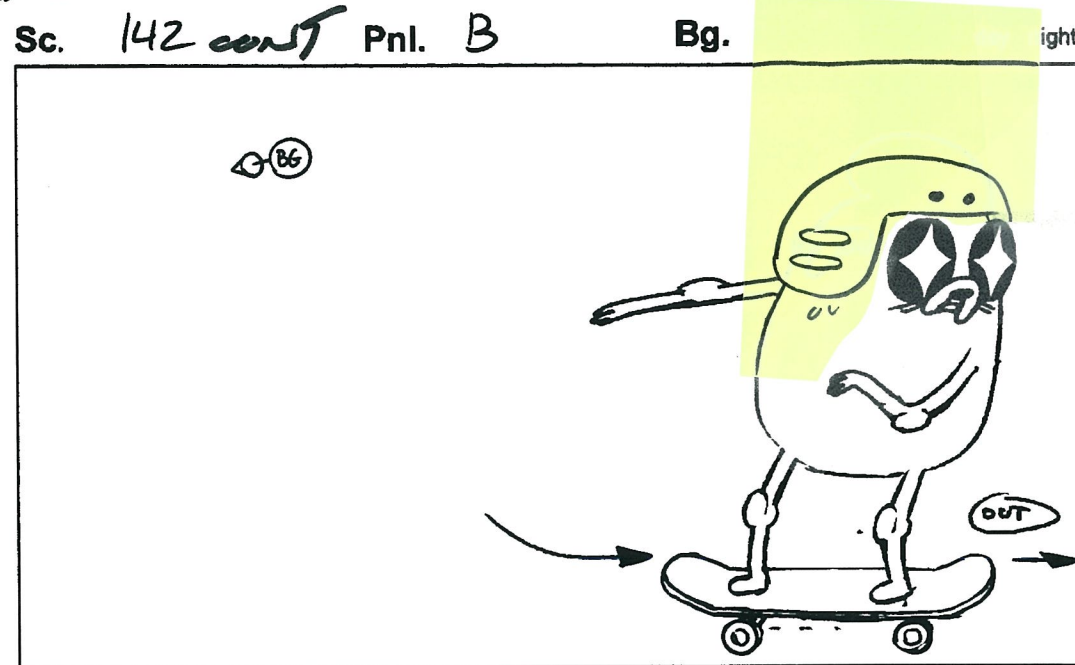
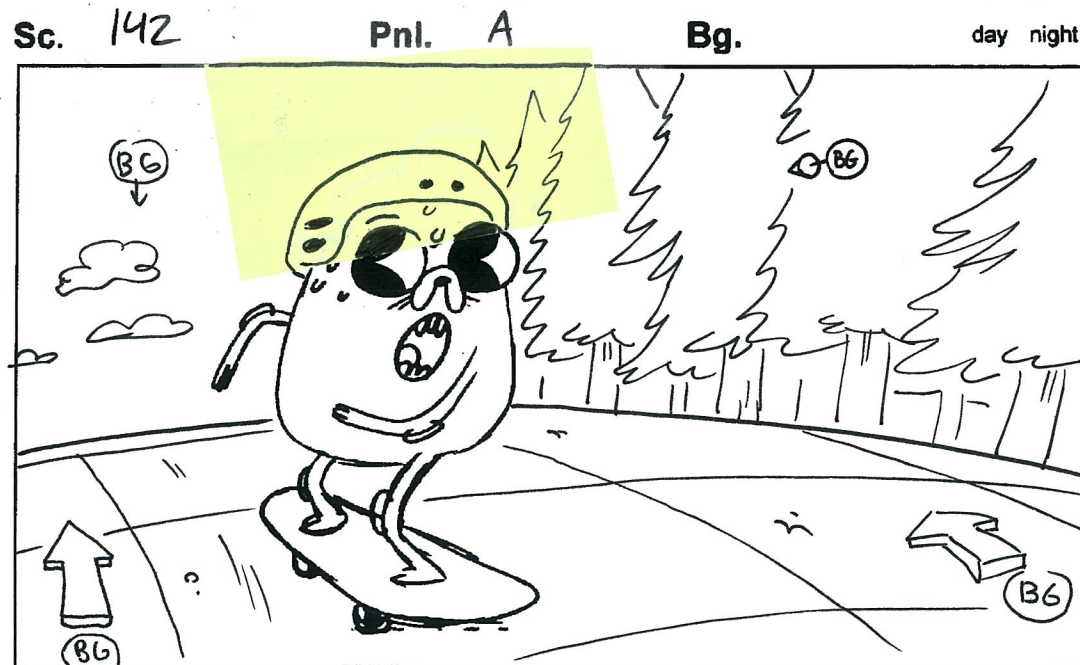
1042 245

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ADVENTURE TIME



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Dialog: (J) WAOH!!! Cool!!!

(J) TIME TO ICE THIS CAKE!

Action:

Timing:

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Production :

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ADVENTURE TIME



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Sc. 143

Pnl. A

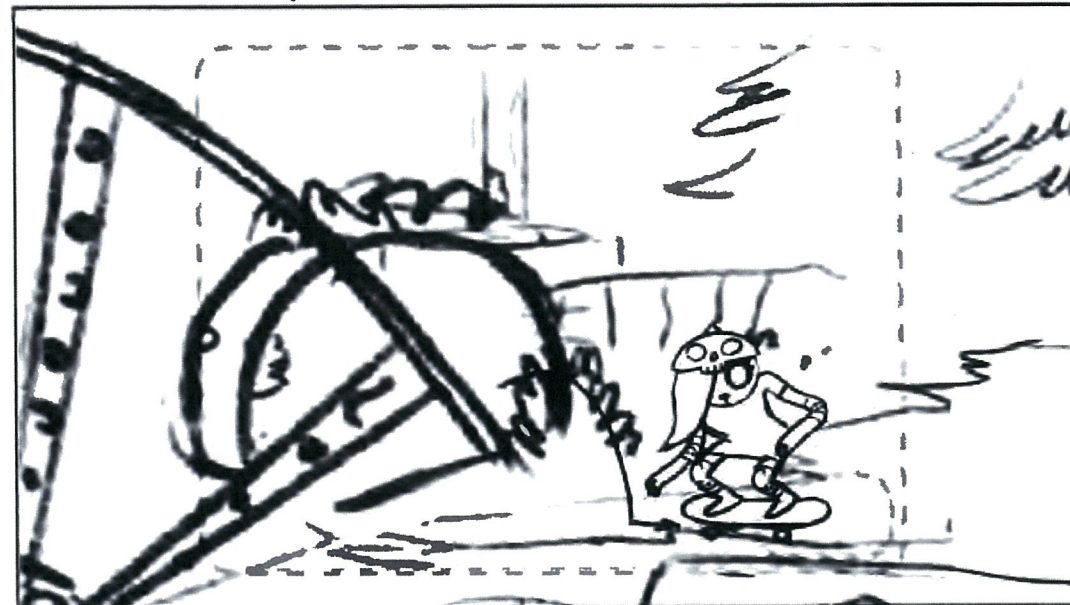
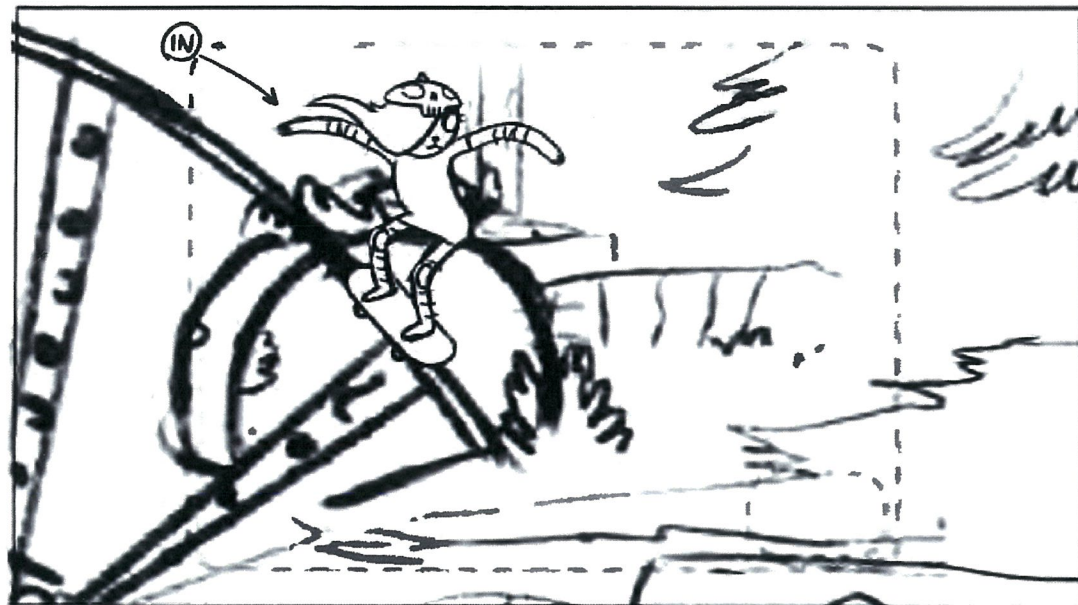
Bg.

day night

Sc. 143 cont Pnl. B

Bg.

day night



Dialog:

③ (o/s) WOOOO!

Action:

- B. SKATES O/S.

MAR 16 2016

Timing:

EPISODE # 1042-245

1042 245

Production :

1042 245

ADVENTURE TIME

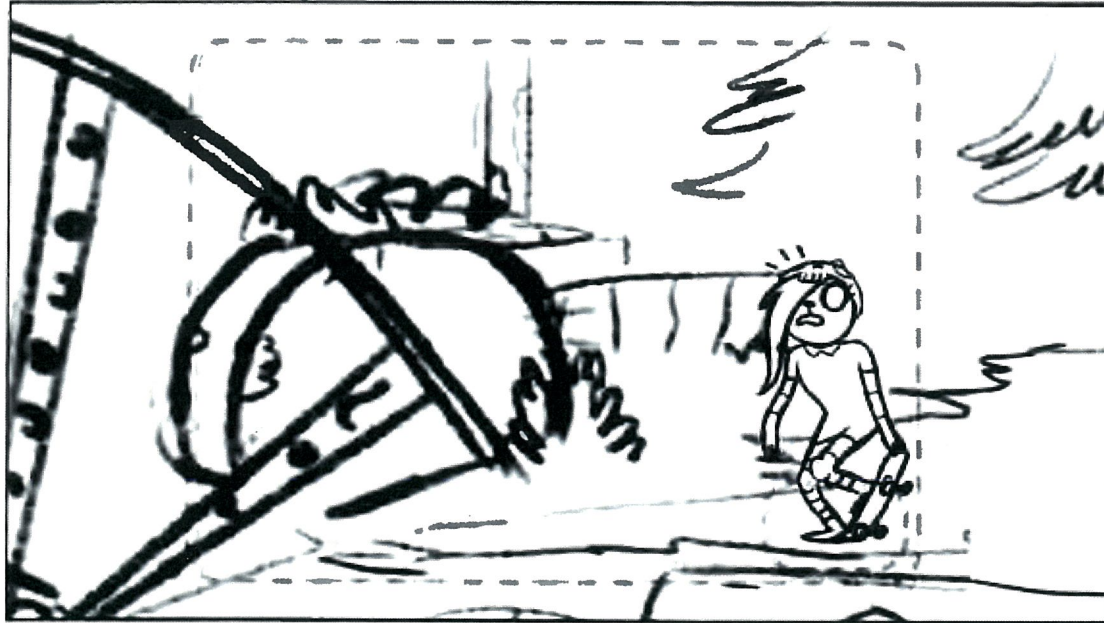


Page 252

Sc. 143 *cont* Pnl. C

Bg.

day night

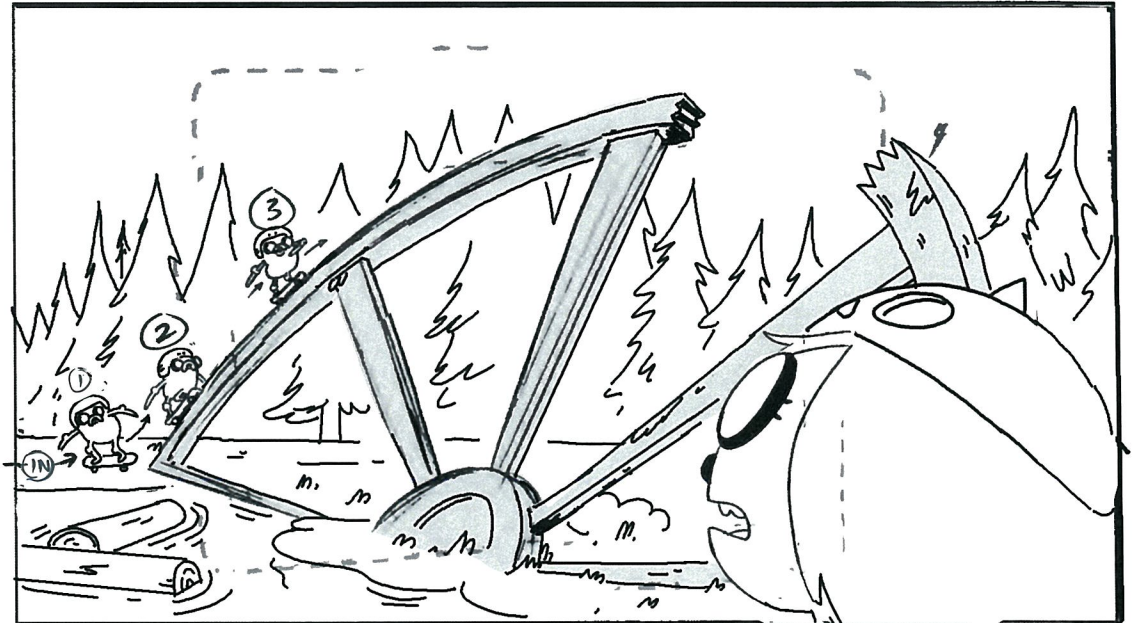


Sc. 144

Pnl. A

Bg.

day night



Dialog:

ⓑ JAKE - NO!

ⓑ IT TOOK ME MONTHS TO MAKE THAT JUMP!
YOU'RE GONNA BIFF IT!

Action:

ⓑ LOOKS BACK AND COMES
TO A STOP

ⓑ SEE ⓐ GRIND UP FERRIS WHEEL TOWARDS GAP.

MAR 16 2016

Timing:

EPISODE # 1042-245

1042 245

Production :

1042 245

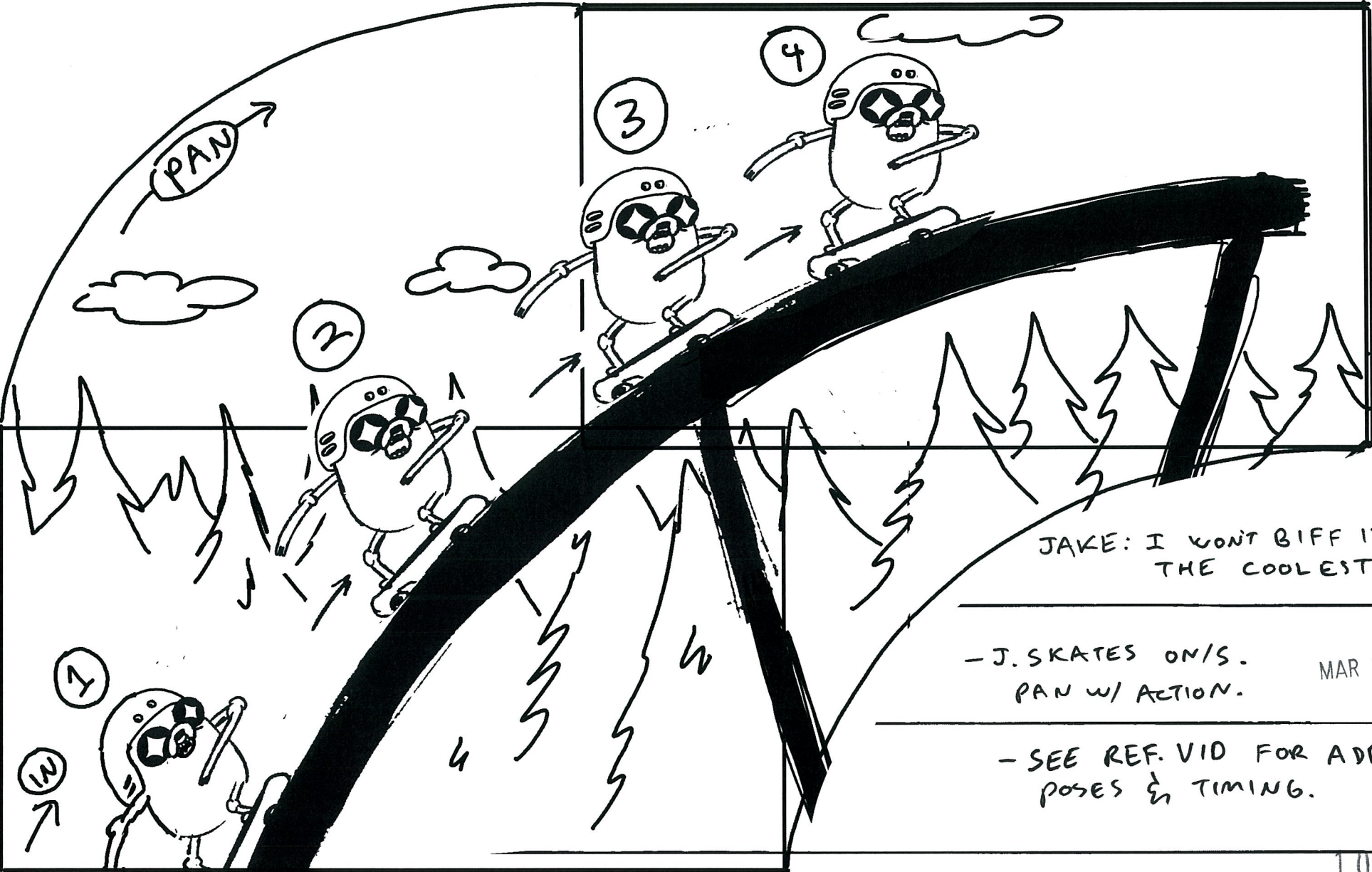
ADVENTURE TIME



SC. 145

PNL. A

Page 253
253A NEXT



JAKE: I WON'T BIFF IT. I'M THE COOLEST...

- J. SKATES ON/S. PAN W/ ACTION. MAR 16 2016

- SEE REF. VID FOR ADDITIONAL POSES & TIMING.

1042 245

1042-245

EPISODE #
1042 245

Production :

1042 245

ADVENTURE TIME



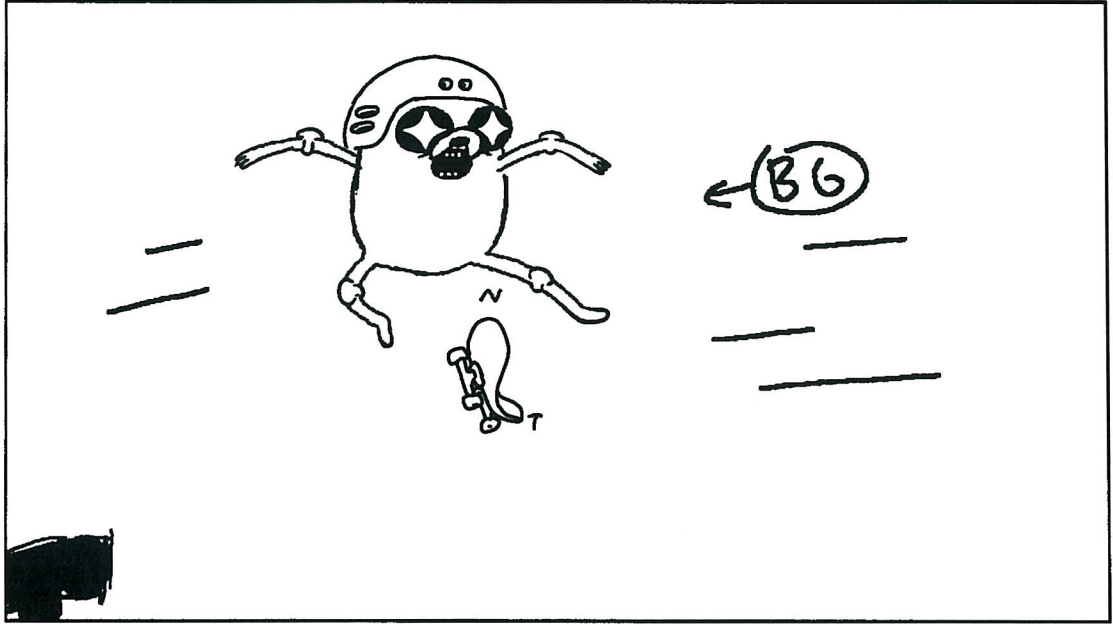
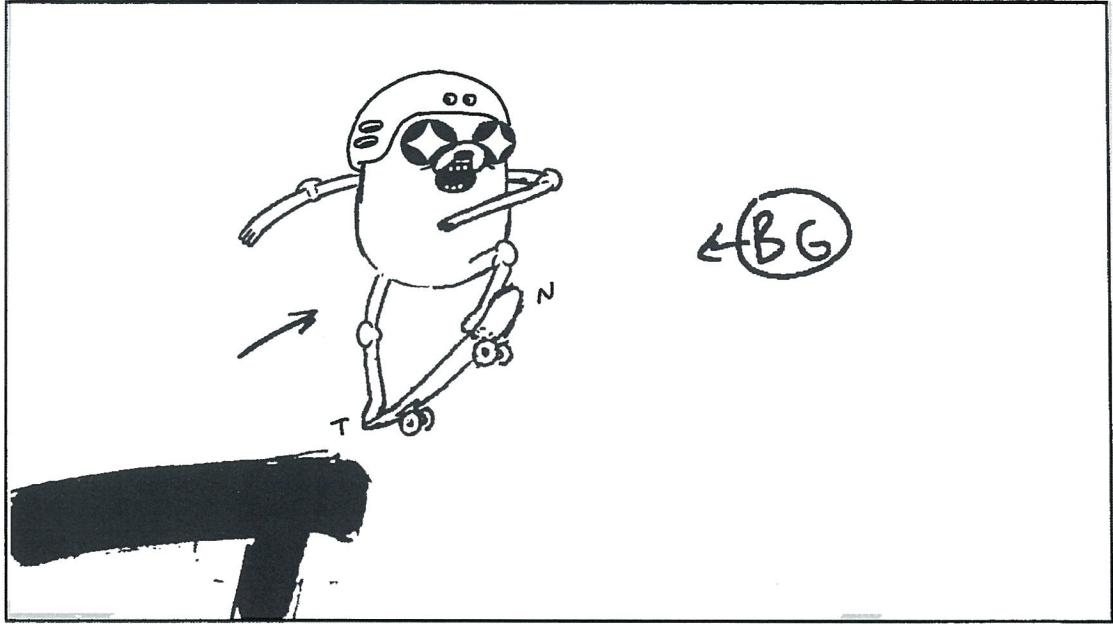
Sc. 145 cont Pnl. B

Bg.

day night

Sc. 145 cont Pnl. C

Bg.



Dialog:	JAKE: (CONTD) GUY <u>ALIIIIIIII</u> -
Action:	
Timing:	

MAR 16 2016

1042-245

EPISODE #

1042 245

Production :

1042 245

1042 245

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1042 245

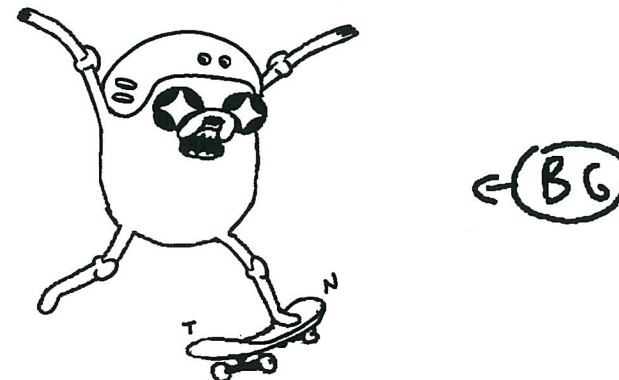
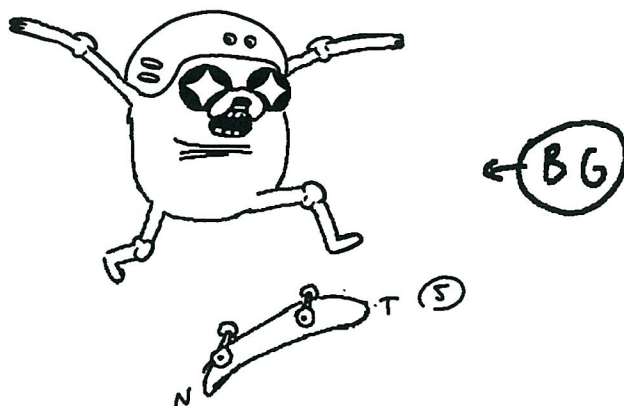
Page 254

Bg.

day night

Bg.

day night



Dialog:

5 ; (CONT'D)

/ / | | / / / / / /) / (/ / / / / / / / / /

Action:

MAR 16 2016

Timing:

1042-245

EPISODE

1042 245

Production :

1042 245

ADVENTURE TIME

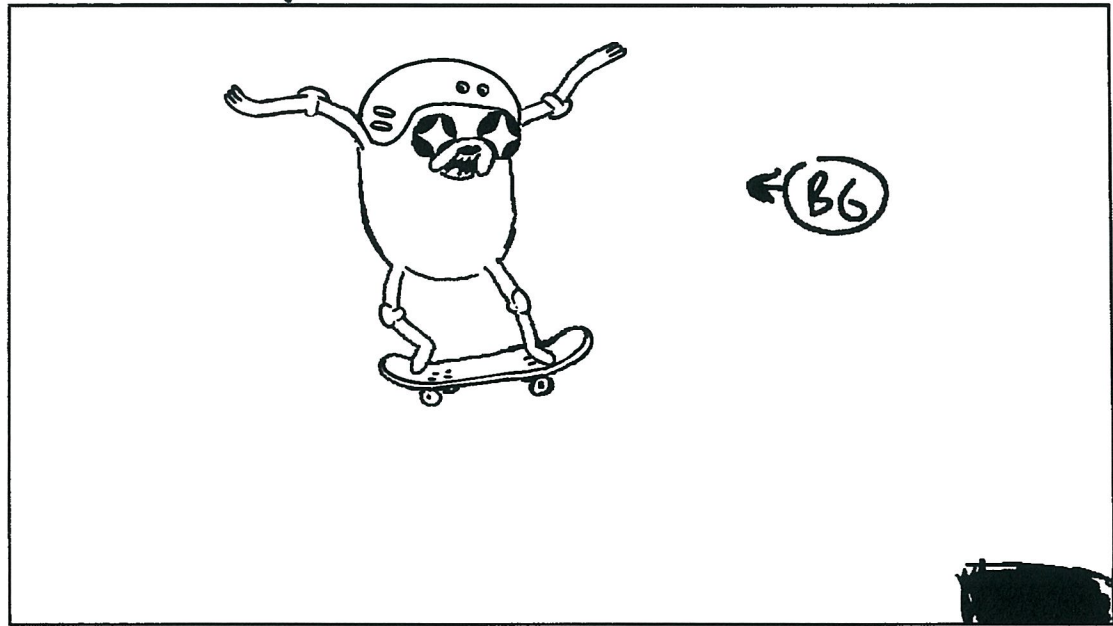


Page 255

Sc. 145 *cont* Pnl. F

Bg.

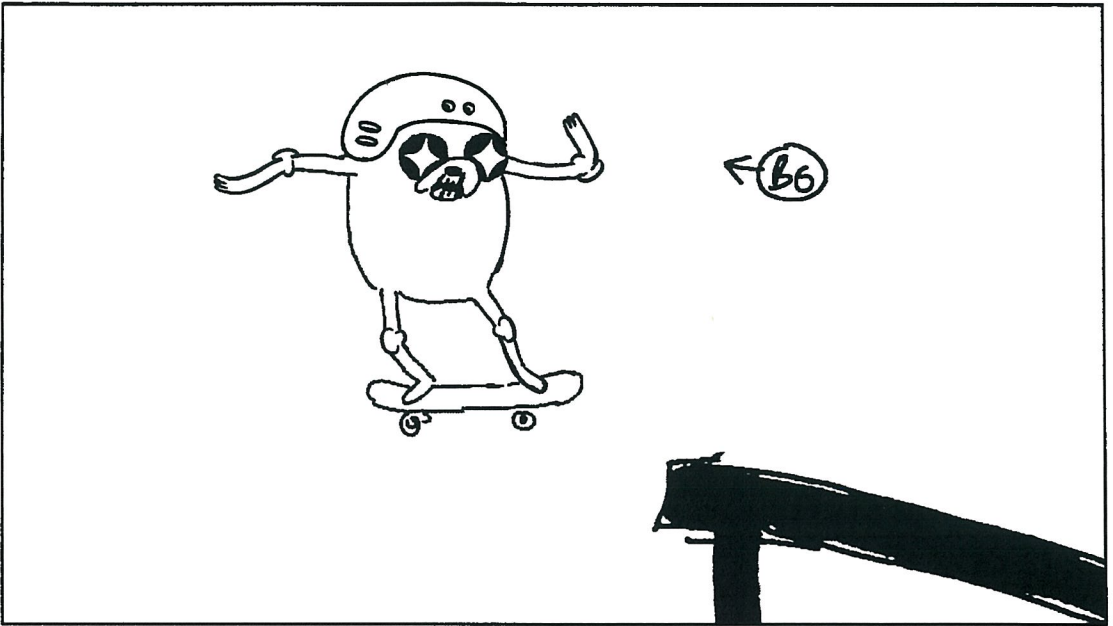
day night



Sc. 145 *cont* Pnl. G

Bg.

day night



Dialog:

J: (CONT'D) 1111 ...

Action:

Timing:

MAR 16 2016

1042-245

EPISODE #

1042 245

Production :

1042 245

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1042 245

ADVENTURE TIME

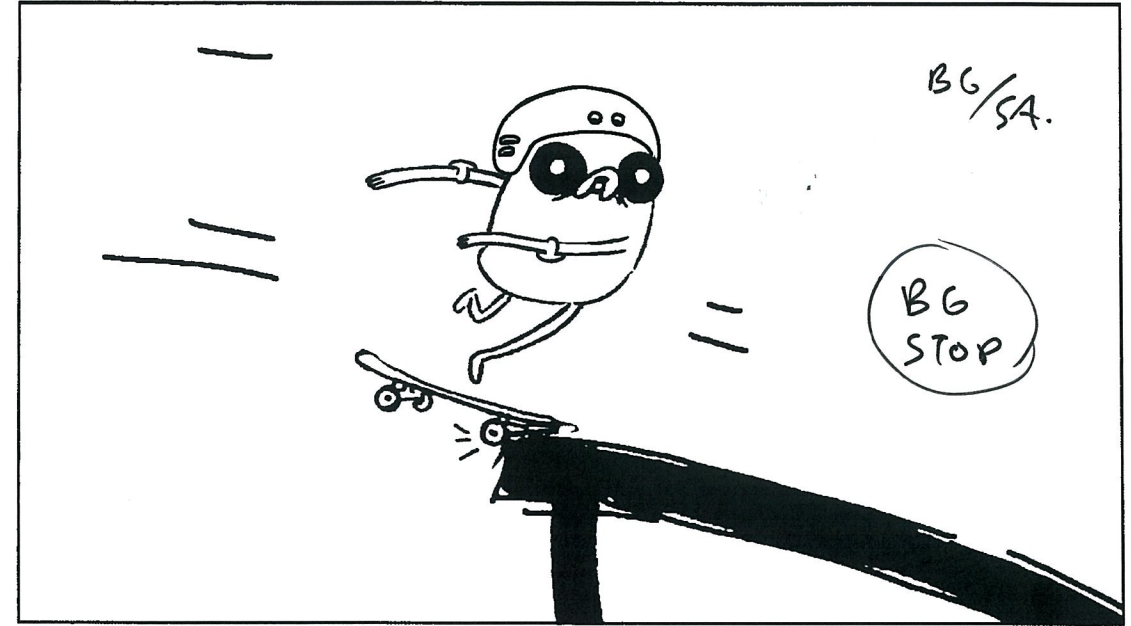
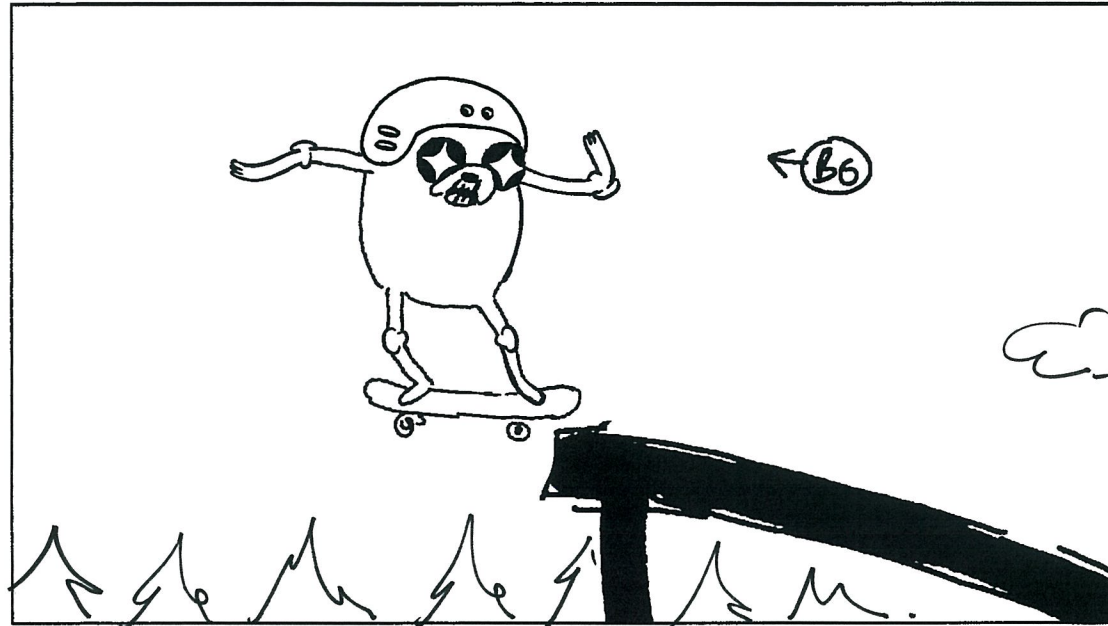


Sc. 145 *cont* Pnl. H Bg.

day night

Sc. 145 *cont* Pnl. I Bg.

Page 256
256A NEXT
day night



Dialog:

J: (contd) 1111 ...

SFX: TONK!

Action:

-J. is sent FLYING.

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME



Page 256A
256B NEXT
day night

Sc. 145 cont Pnl. J

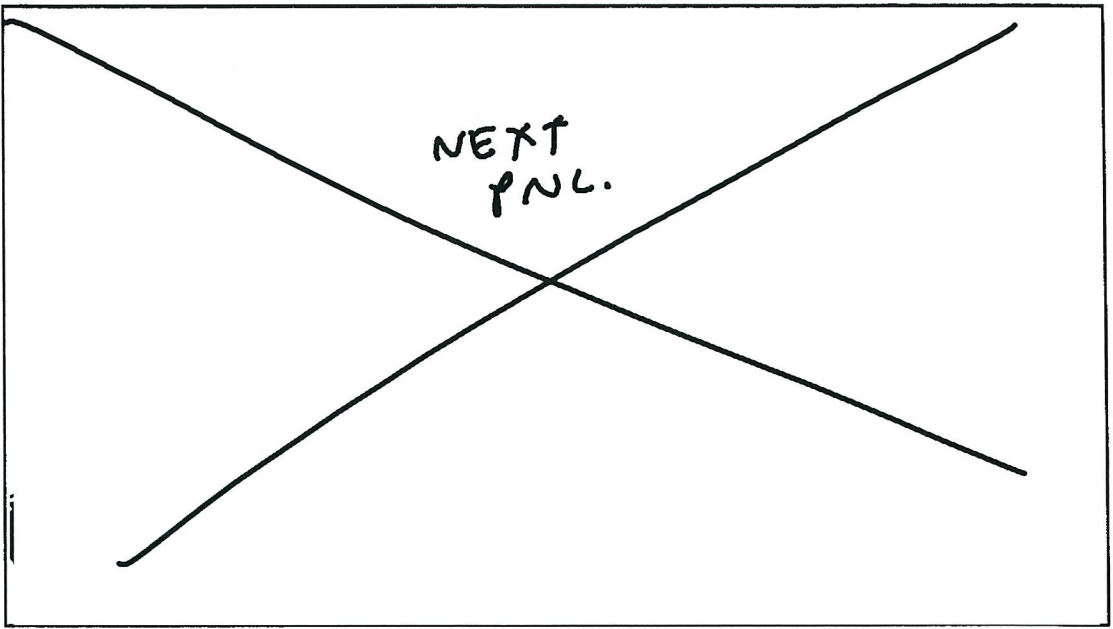
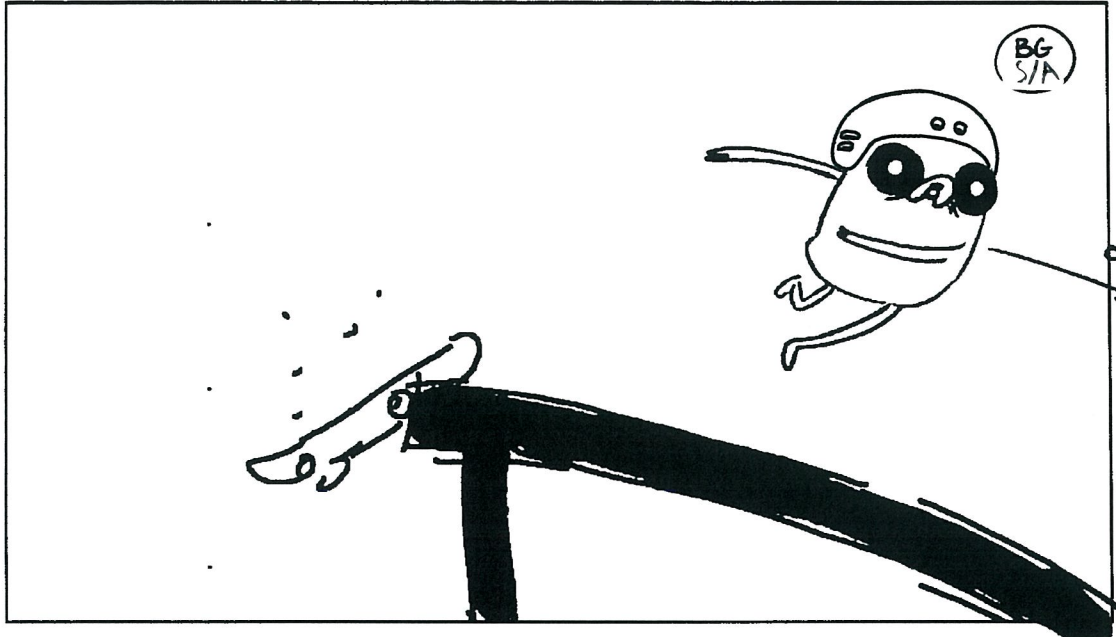
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

J. FLYS OFF/S.

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

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1042 245

ADVENTURE TIME



Page 256 B

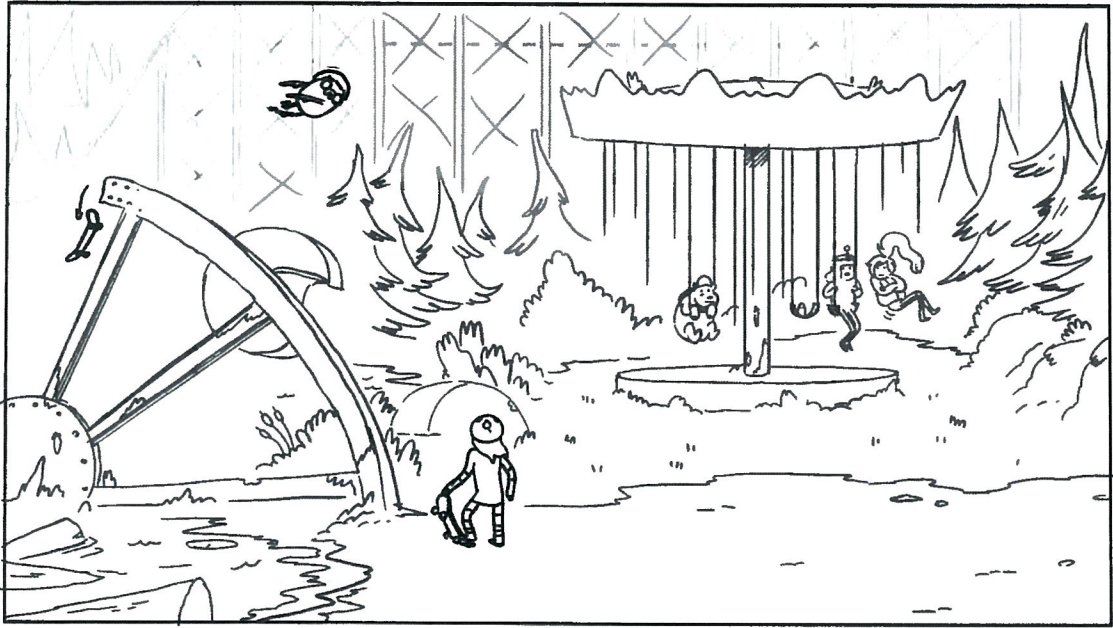
257 next

Sc. 146

Pnl. A

Bg.

day night

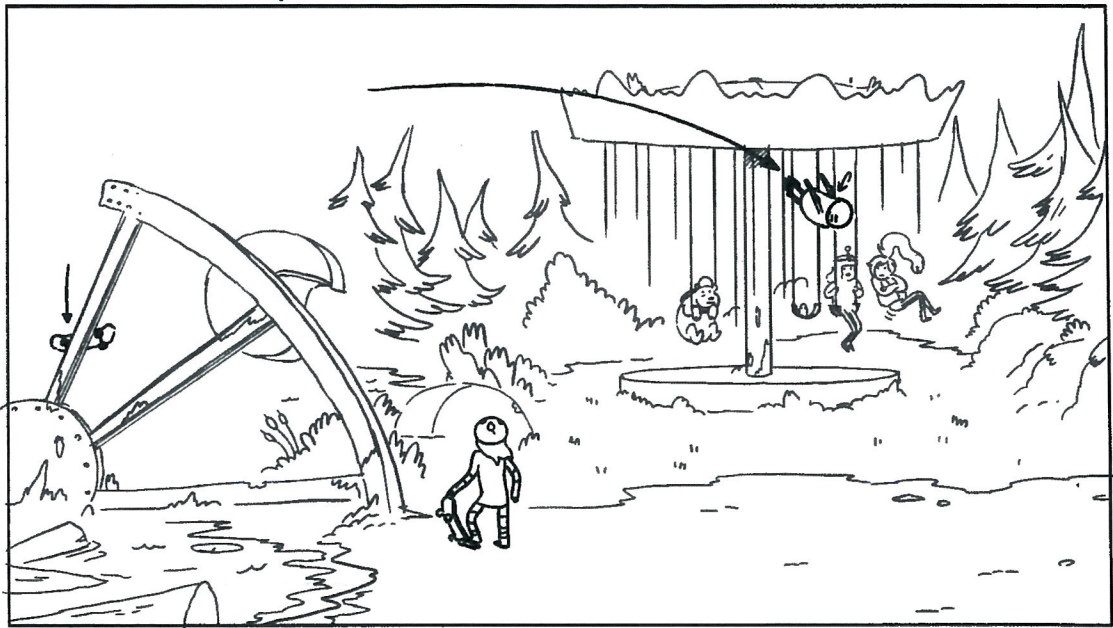



Sc. 146 cont

Pnl. B

Bg.

day night



Dialog:	
	
Action:	
MAR 1 6 2016	
Timing:	

1042 245

EPISODE # 1042-245

1042 245

Production :

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ADVENTURE TIME



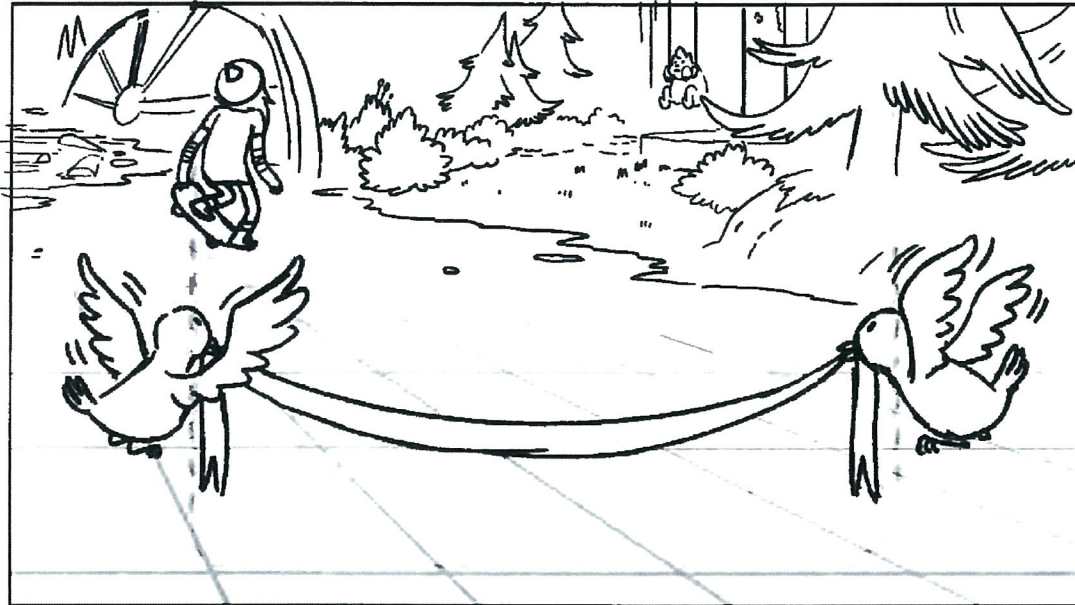
Page 257

Sc. 147

Pnl. A

Bg.

day night

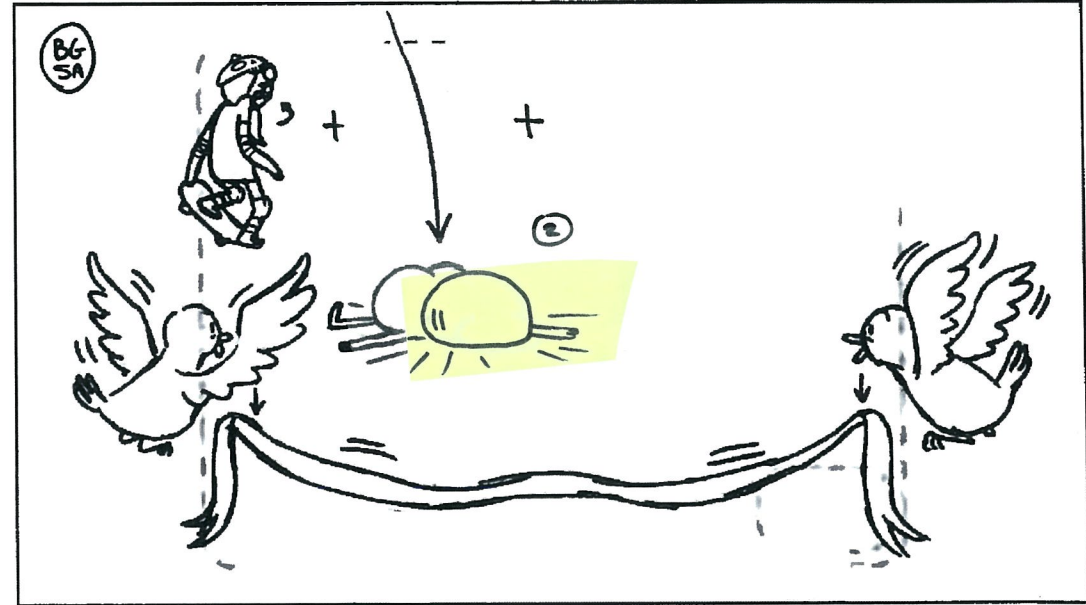


Sc. 147 *cont*

Pnl. B

Bg.

day night

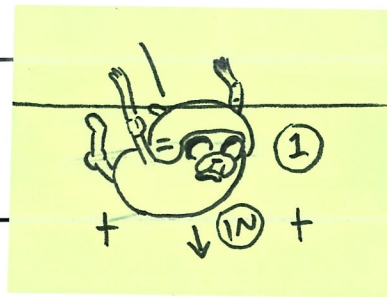


Dialog:

SFX: SPLAT.

(BIRD) AH GEEZ!!

Action:



-J. HITS GROUND IN FRONT
OF FINISH LINE.

MAR 16 2016

Timing:

EPISODE #

1042-245

1042 245

Production :

1042 245

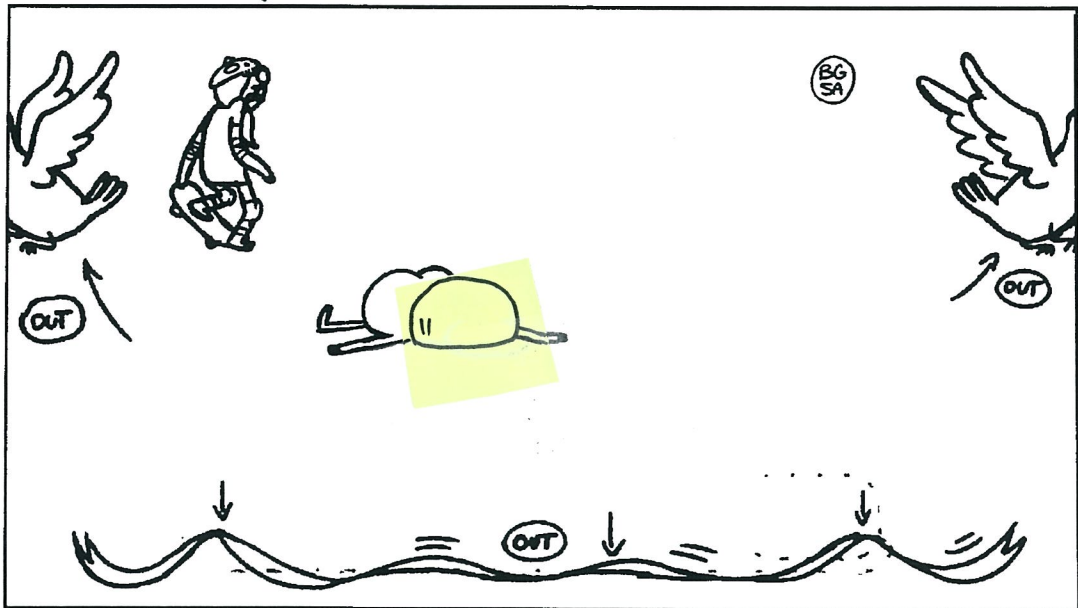
ADVENTURE TIME



Sc. 147 *cont* Pnl. C

Bg.

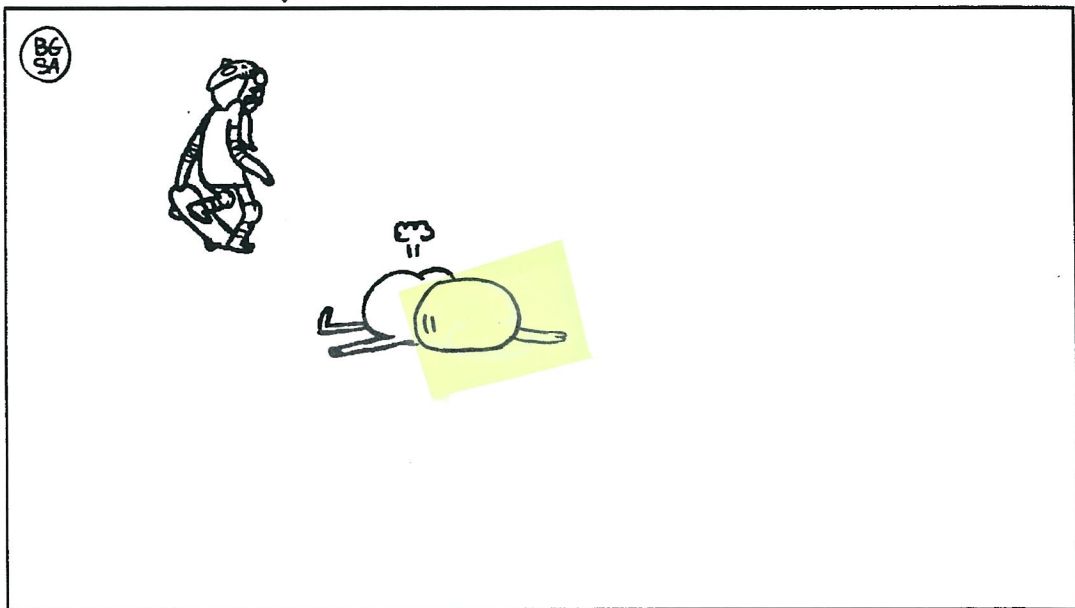
day night



Sc. 147 *cont* Pnl. D

Bg.

day night



Dialog:

SFX: FART.

Action:

- BIRDS PROP LINE AND FLY OFF/S

MAR 16 2016

Timing:

EPISODE # 1042-245

Production :

ADVENTURE TIME



NO SC'S
149-150

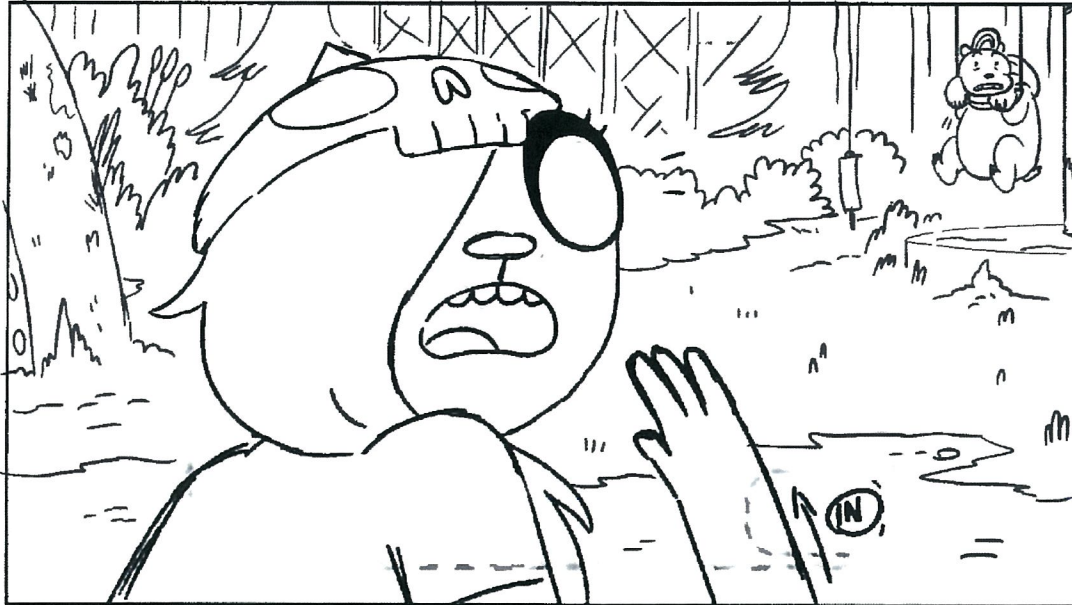
Page 259
NO PGS 260-261
day night

Sc. 148

Pnl. A

Bg.

day night



Sc. 148 cont

Pnl. B

Bg.



Dialog:

Ⓑ GRANDPA!!

Action:

- B. SKATES OFF/L

MAR 1 6 2016

Timing:

EPISODE # 1042-245

1042 245

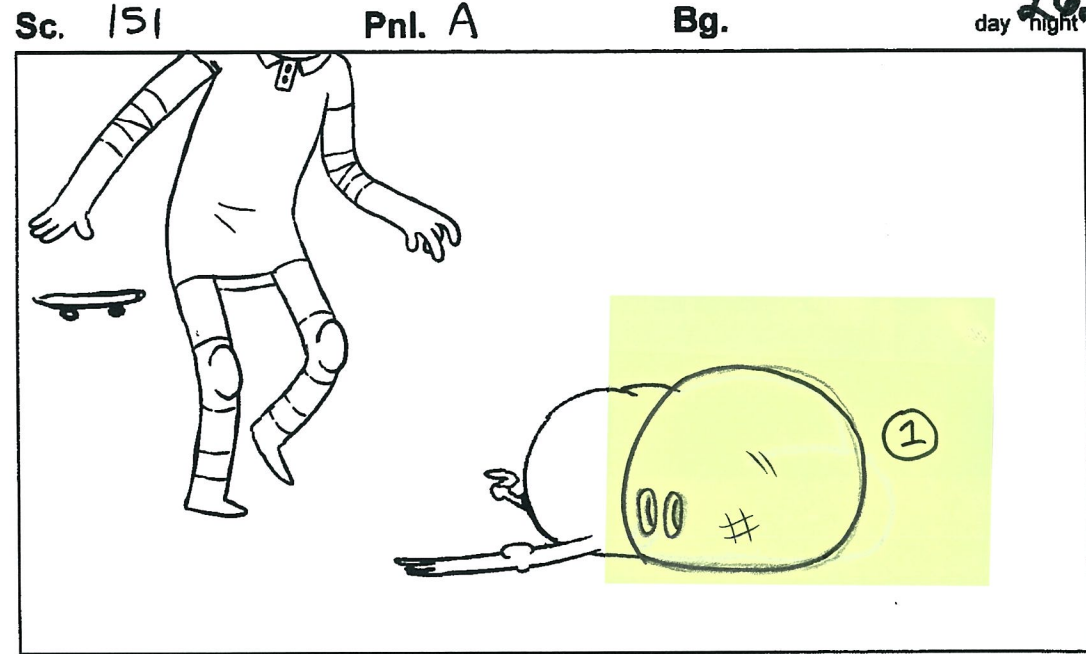
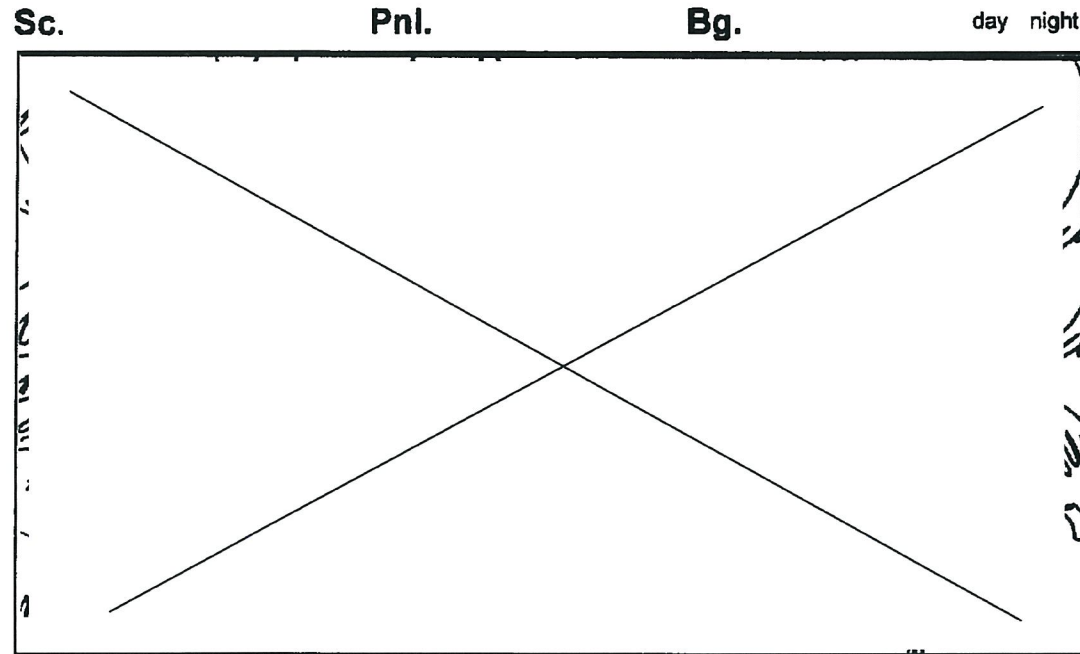
Production :

1042 245

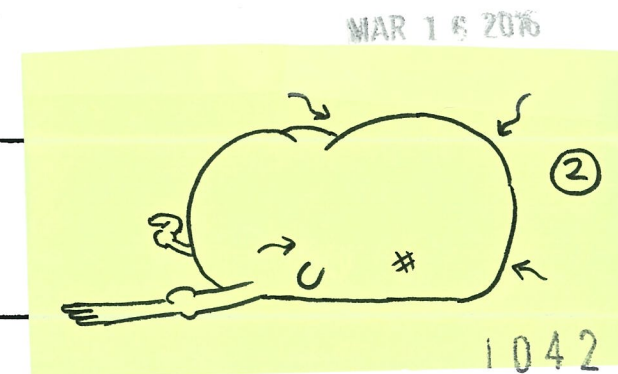
ADVENTURE TIME



Page 262
262A NEXT
 day night



Dialog:	
Action:	<p>- J.'S HELMET HEAD CHANGES BACK TO NORMAL.</p>
Timing:	<p>NOTE: SEE NEXT PNL FOR BG.</p>



1042-245

EPISODE #

1042 245

Production :

1042 245

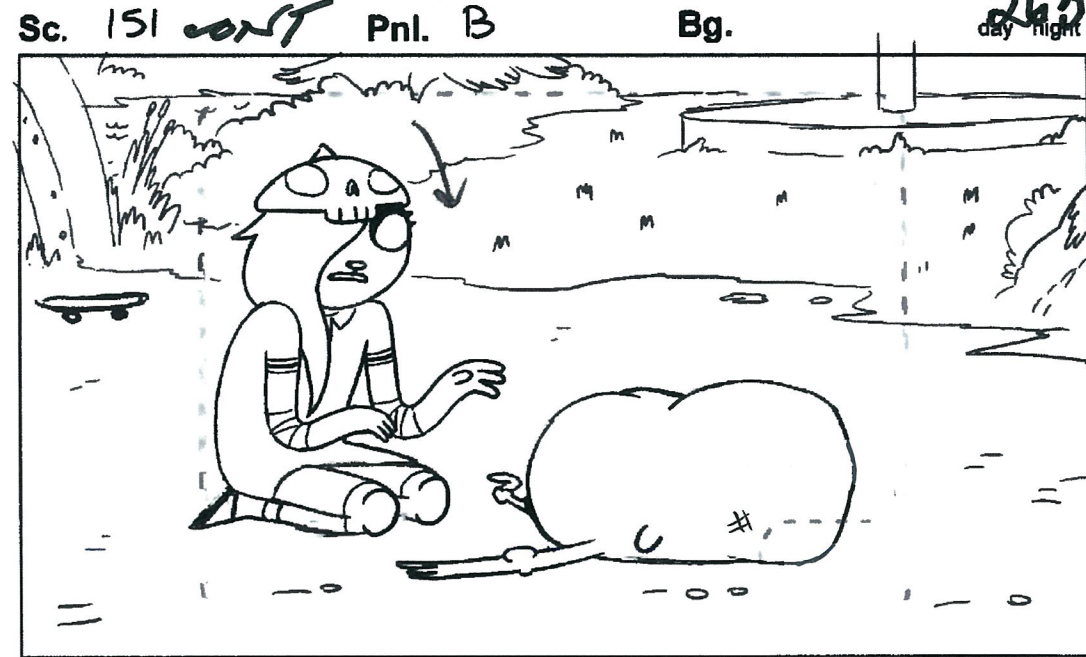
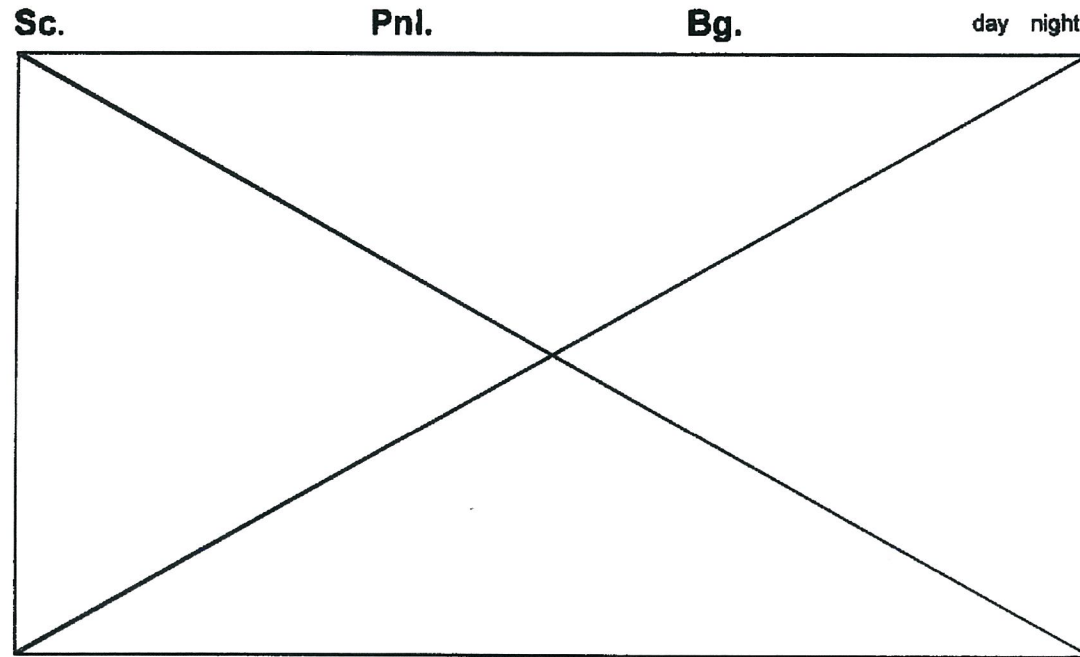
1042 245

ADVENTURE TIME



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243 NEXT



Dialog:
Action:
Timing:

B:

KNEELS NEXT TO JAKE.

MAR 16 2016

EPISODE # 1042-245

Production :

1042 245

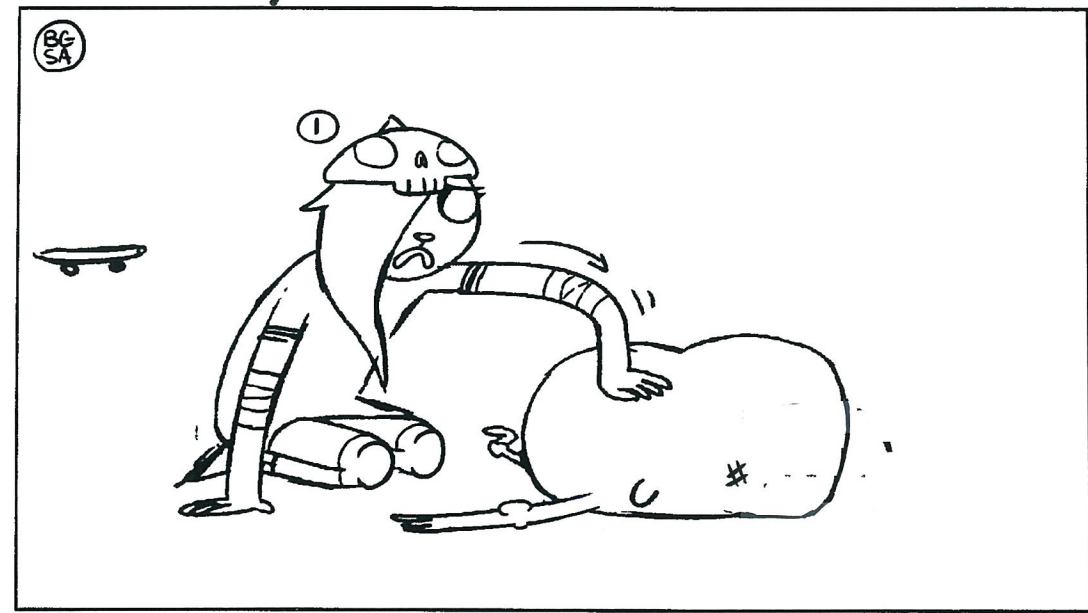
1042 245

ADVENTURE TIME

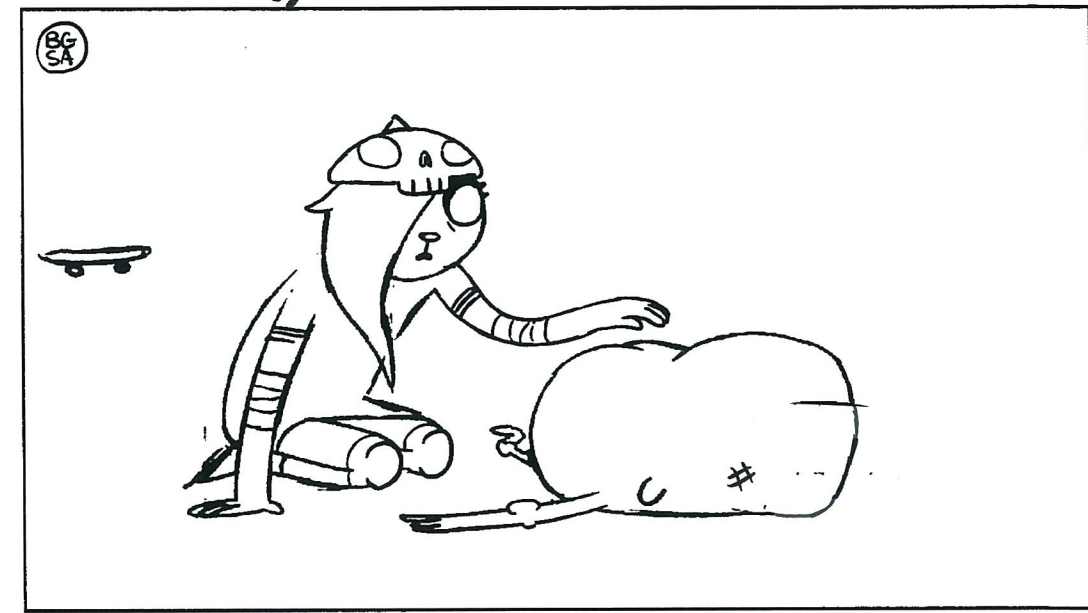


Page 263
263A **NET**
 day night

Sc. 151 **CONT** Pnl. C Bg. day night



Sc. 151 **CONT** Pnl. D Bg. day night



<p>Dialog:</p> <p>(B) YOU'RE COOL! YOU'RE COOL! JUST PLEASE BE OKAY, GRANDPA!</p>		<p>BEAT.</p> <p>Jake: Interference!</p>	
<p>Action:</p>		<p>MAR 16 2016</p>	
<p>Timing:</p>			

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1042 245

Production :

1042 245

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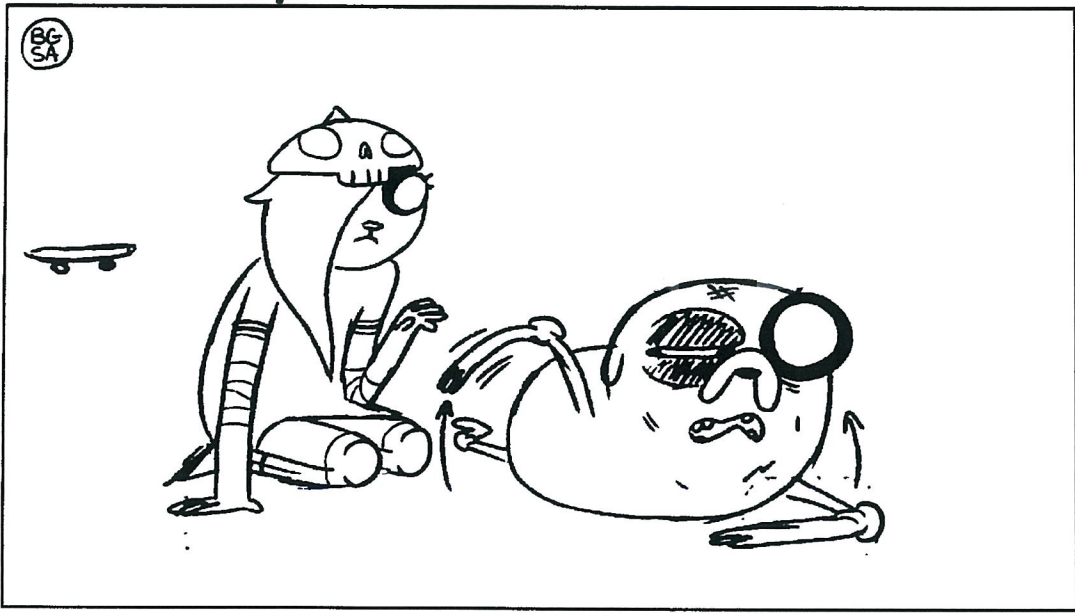
1042 245

ADVENTURE TIME

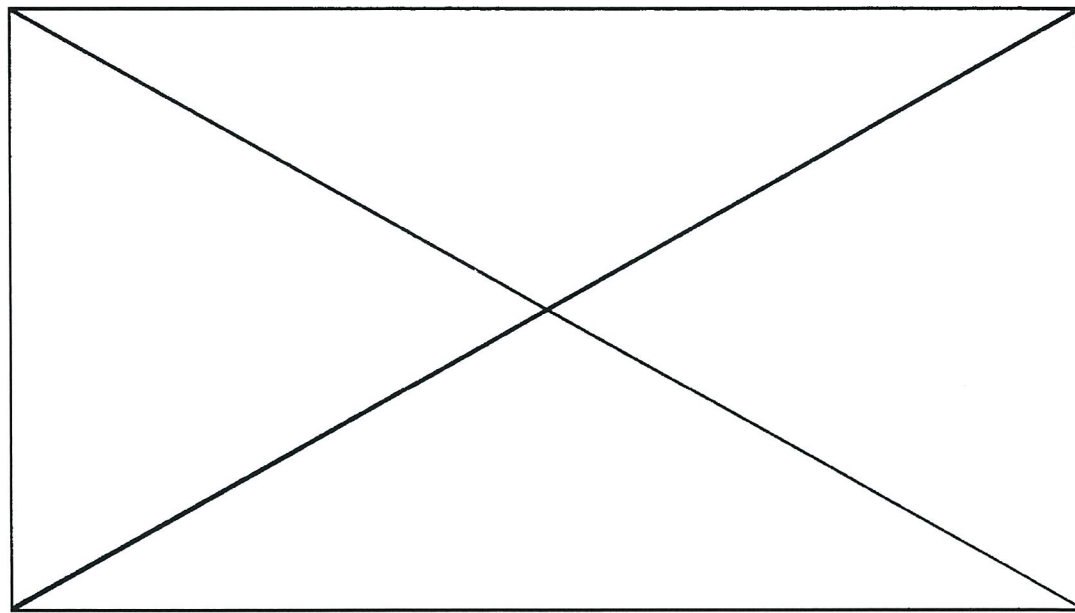


Page 263A
264 NEW

Sc. 151 *CONF* Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(J) INTER FERENCE!!
Action:	
Timing:	

MAR 16 2016

EPISODE # 1042-245
1042 245
Production :

1042 245

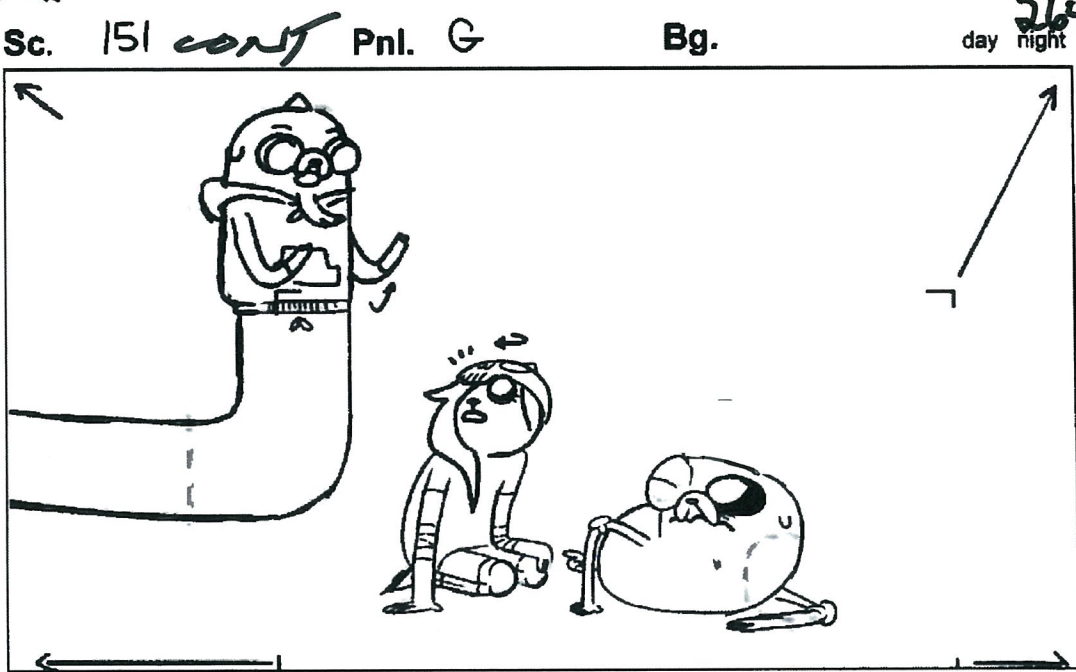
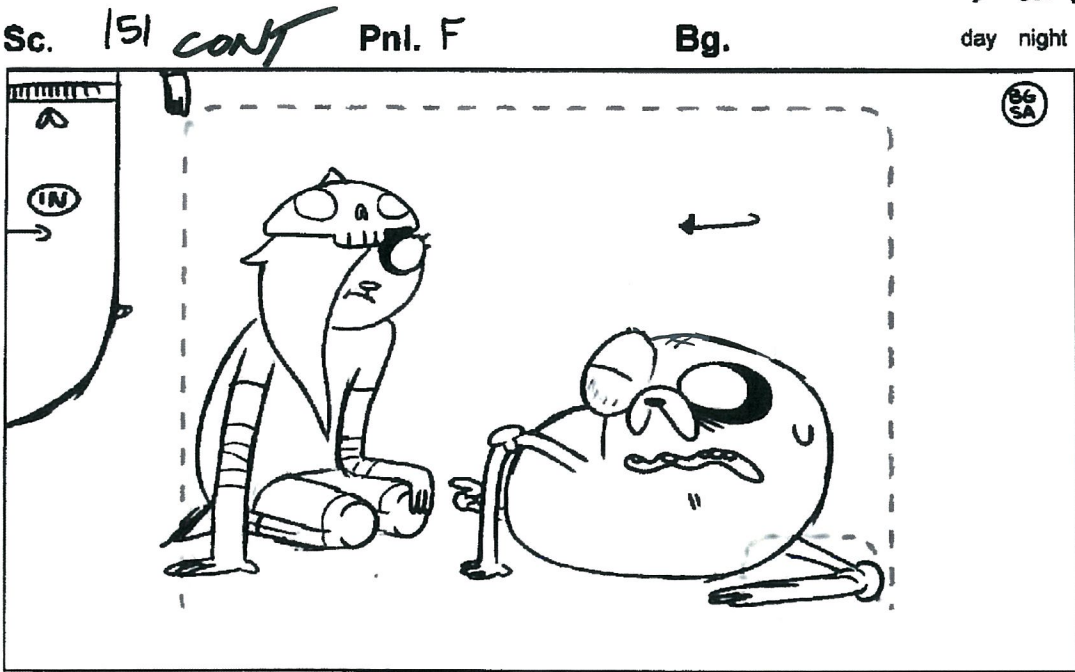
1042 245

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ADVENTURE TIME



Page 264
264A NEXT

Dialog:	① THAT MEANS I WIN, RIGHT?	① KKW DAD! ② DAD! (SIMULTANEOUS)
Action:	-KKW WALKS Q/W/S.	ZOOM OUT TO REVEAL ① KKW
Timing:	MAR 16 2016	

1042-245

EPISODE #

1042 245

Production :

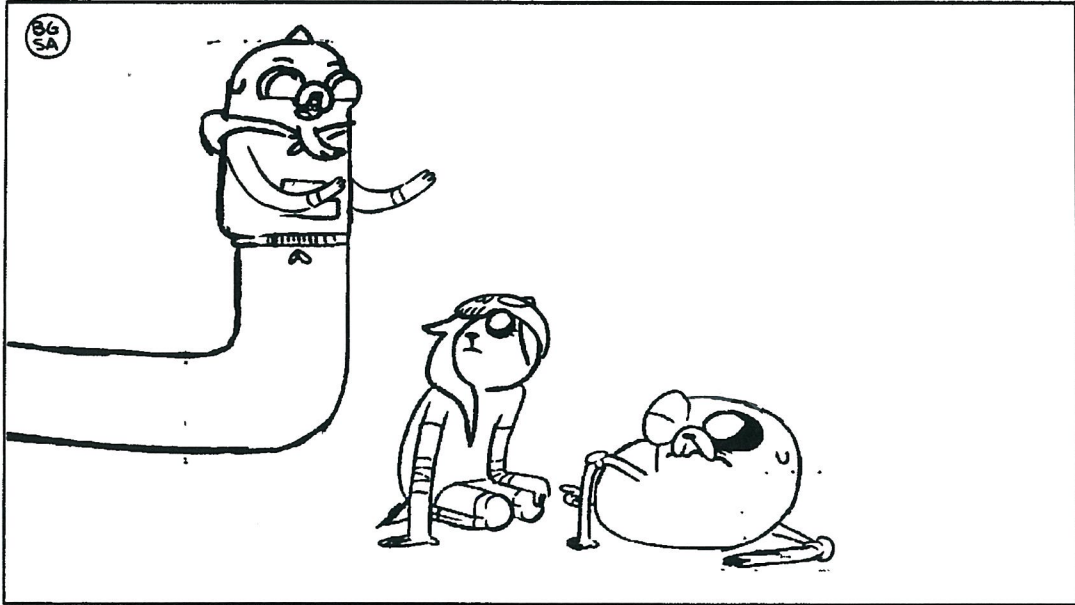
1042 245

ADVENTURE TIME

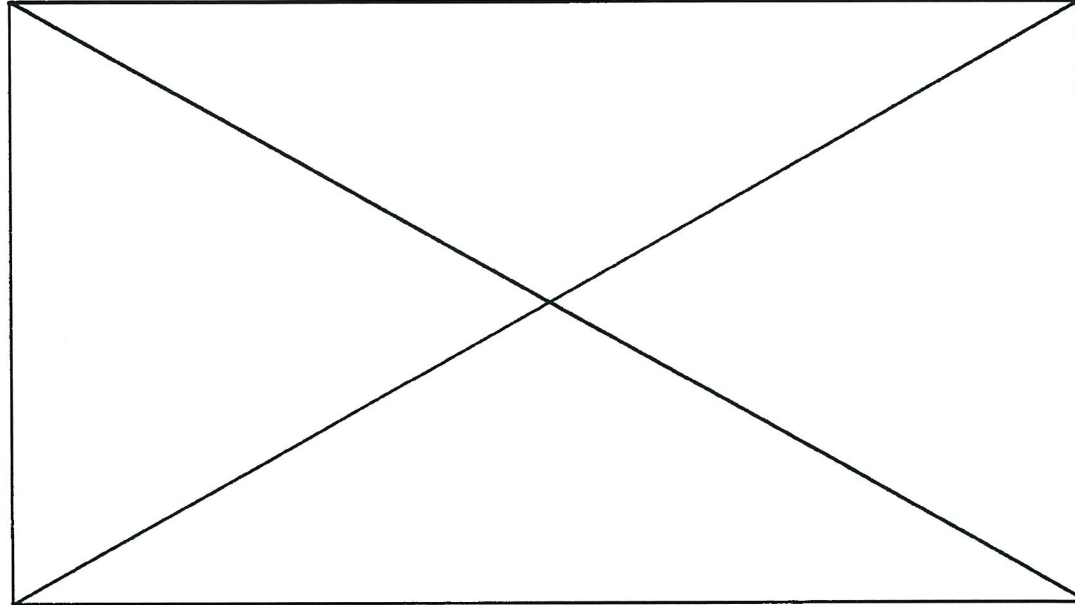


Page 264A
265 NEXT

Sc. 151 CONT Pnl. H Bg. day night



Sc. Pnl. Bg. day night



Dialog: (KKW) ARE YOU OKAY?

Action:

Timing:

MAR 16 2016

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Production :

1042 245

1042 245

1042 245

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ADVENTURE TIME

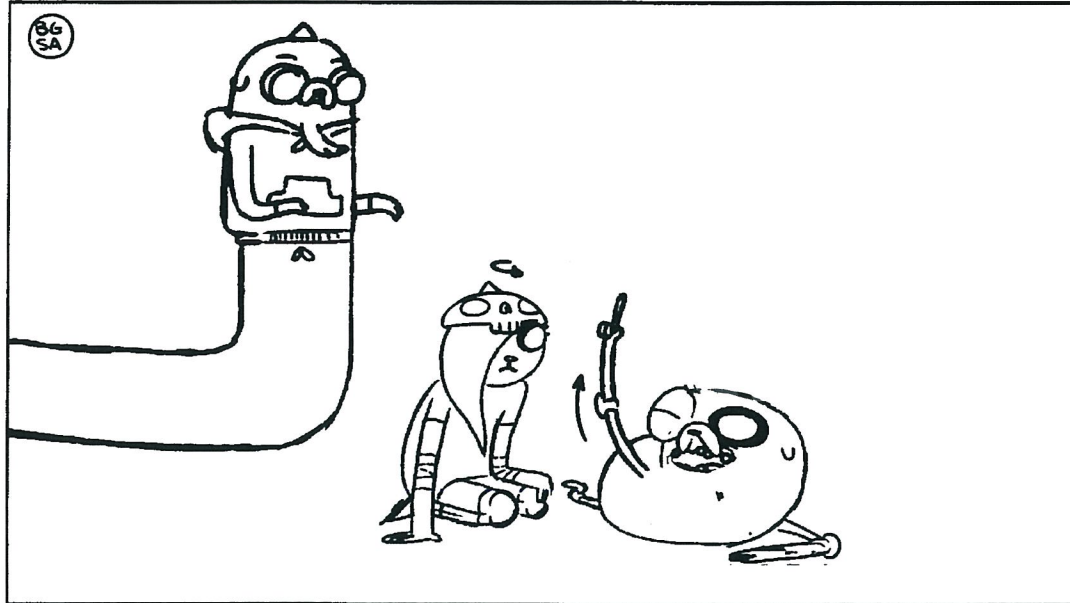


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Sc. *ISI CONT* Pnl. *I*

Bg.

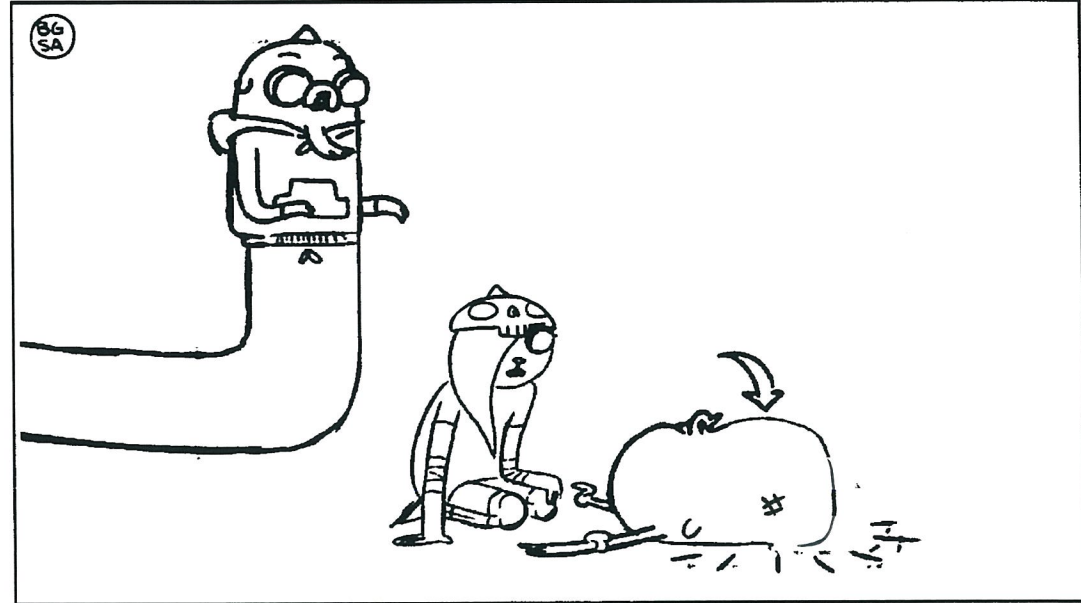
day night



Sc. *ISI CONT* Pnl. *J*

Bg.

day night



Dialog: *① I'M GREAT. SHE ADMITTED IT!*

*SFX: * THMP **

Action:

- JAKE COLLAPSES

MAR 16 2016

Timing:

EPISODE #

1042-245

1042 245

Production :

1042 245

ADVENTURE TIME



Page 266

Sc. 152

Pnl. A

Bg.

day night



START

PAN

(J) IS BANDAGED UP AND ALREADY WOOBILY
SKATING AROUND AGAIN

MAR 16 2016

STOP

EPISODE #

1042-245

Production :

1042 245

1042 245

ADVENTURE TIME

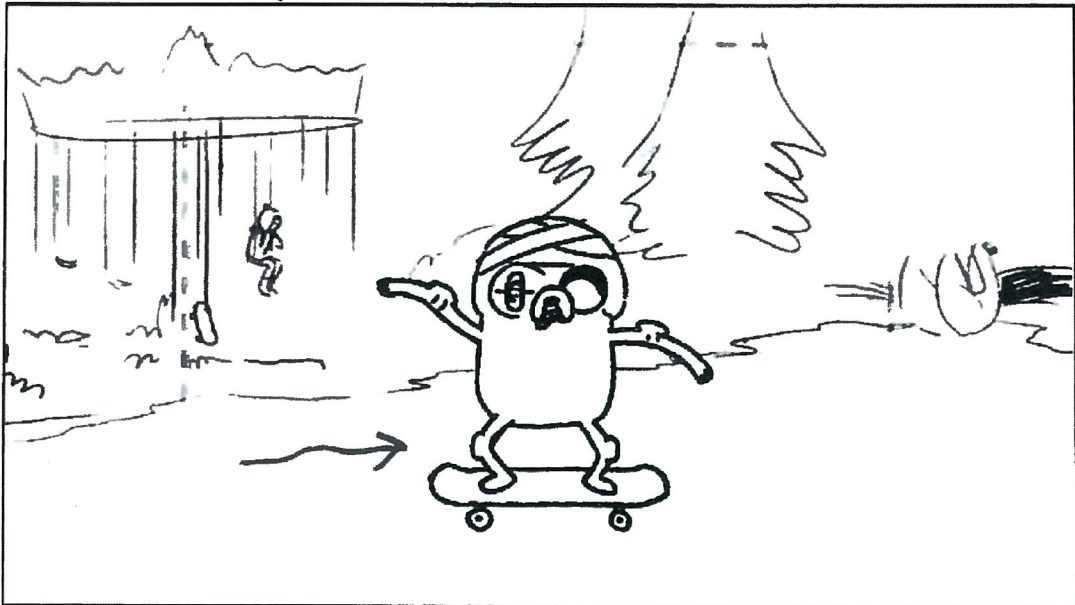


Page 267

Sc. 152 *cont* Pnl. B

Bg.

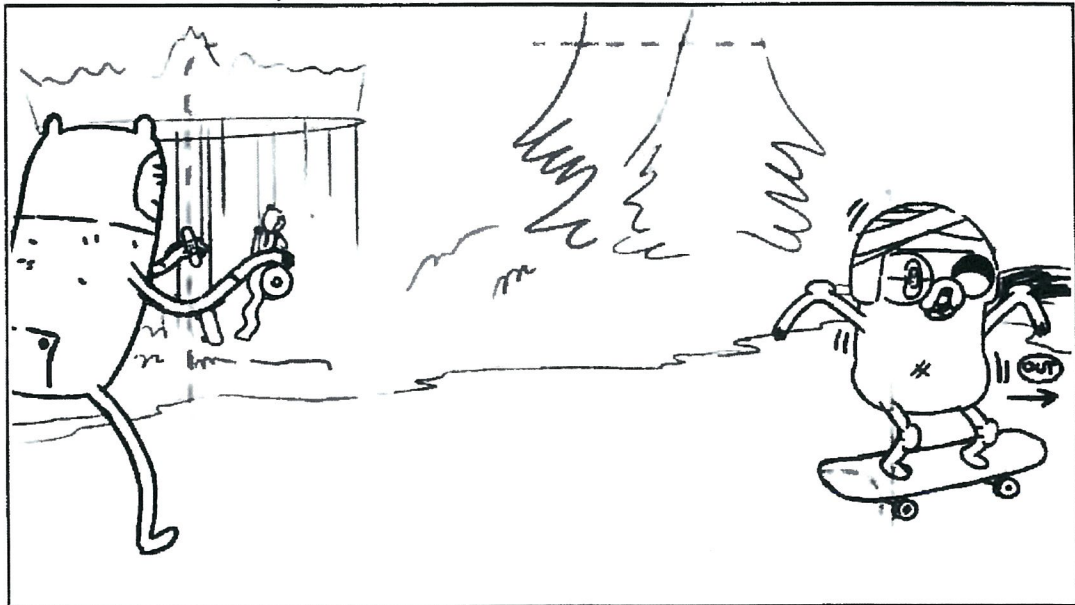
day night



Sc. 152 *cont* Pnl. C

Bg.

day night



Dialog:

⑤ EH... WOOD

Action:

- F. RUNS ON/S, SLEEPILY.

MAR 16 2016

Timing:

EPISODE #

Production :

1042-245

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1042 245

1042 245

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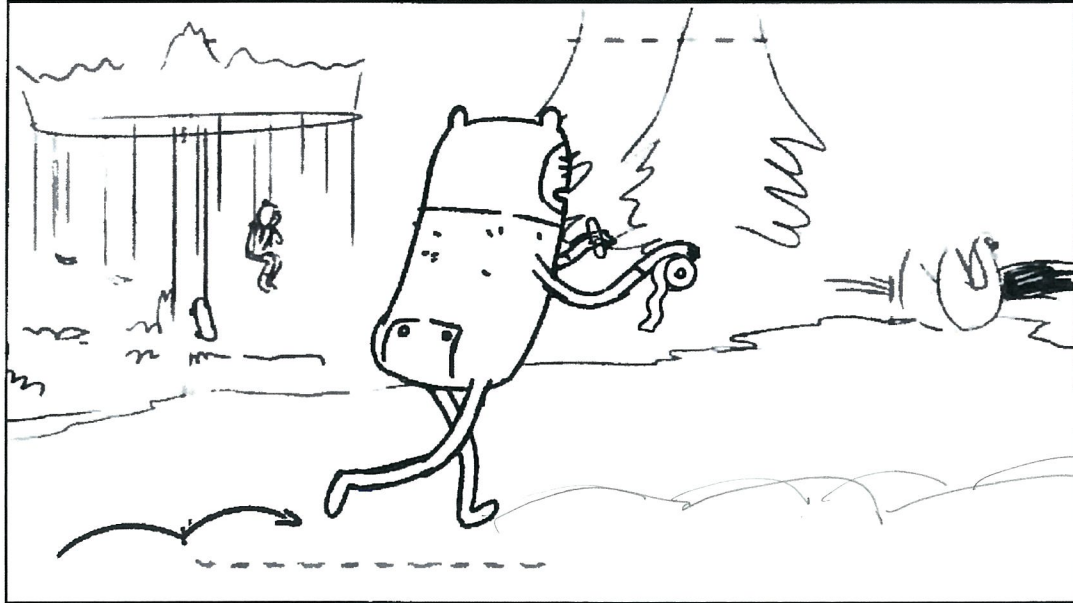
ADVENTURE TIME



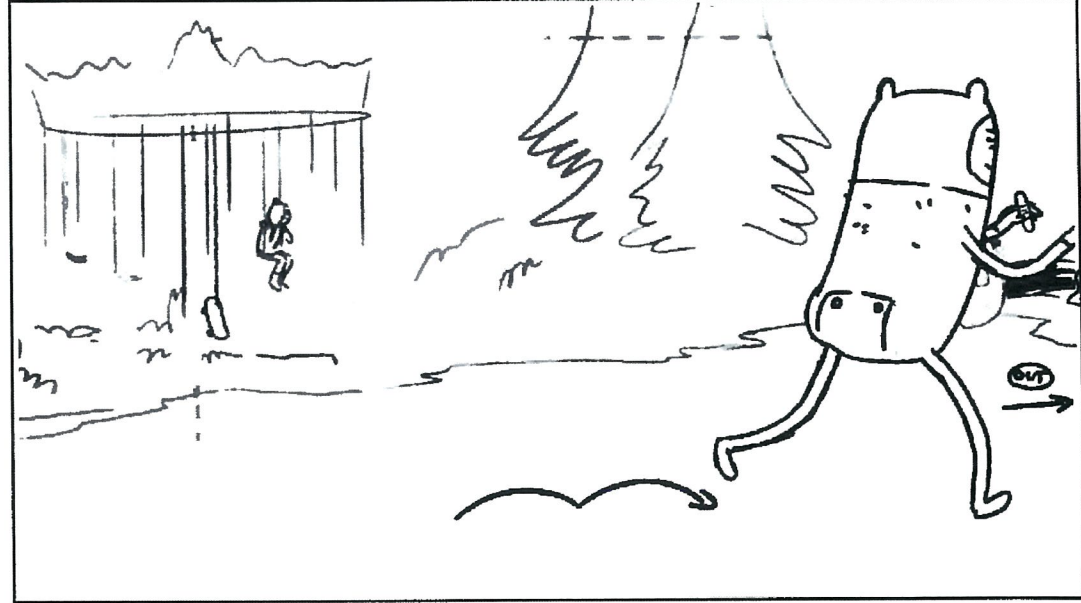
Page 268

268A NEXT

Sc. 152 *cont* Pnl. D Bg. day night



Sc. 152 *cont* Pnl. E Bg. day night



Dialog: (F) MNNNGH... JAAAKE!

Action:

Timing:

MAR 1 & 2016

1042-245

EPISODE #

1042 245

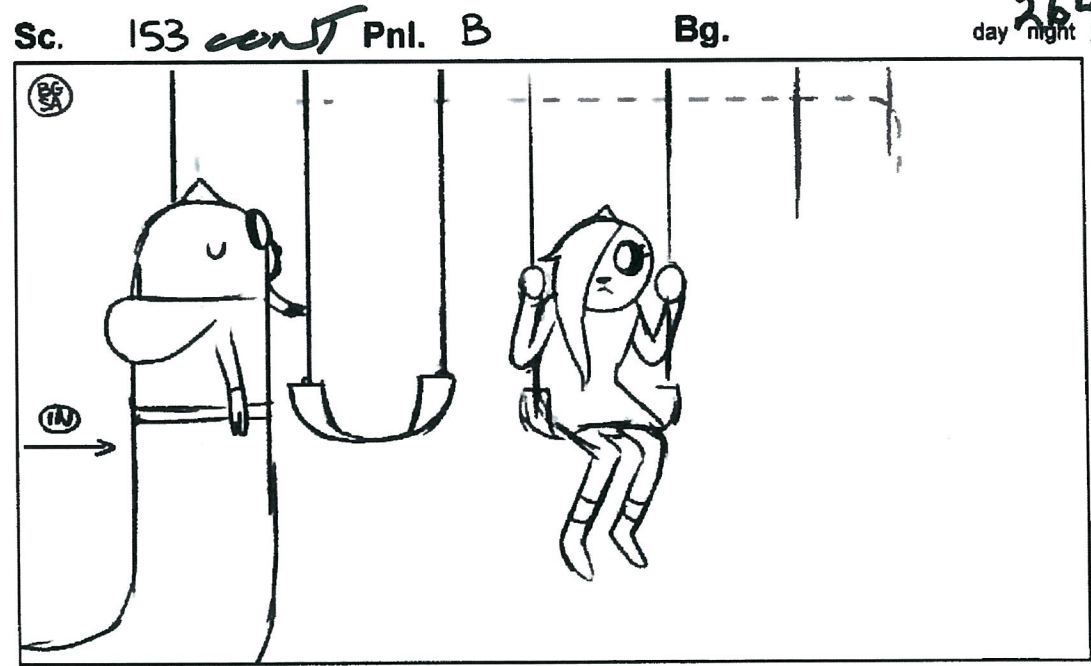
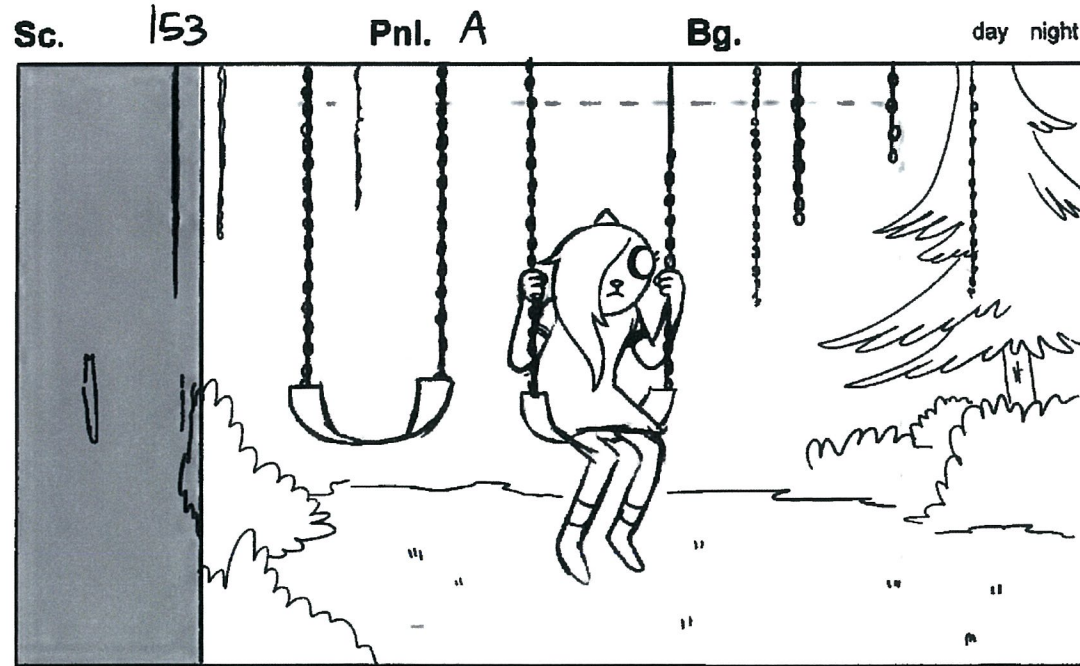
Production :

1042 245

ADVENTURE TIME



Page 268A
269
day night



Dialog:	(KKW) BRONWYN...
Action:	- KKW WALKS ON/S. MAR 16 2016
Timing:	

EPISODE # 1042-245

1042 245

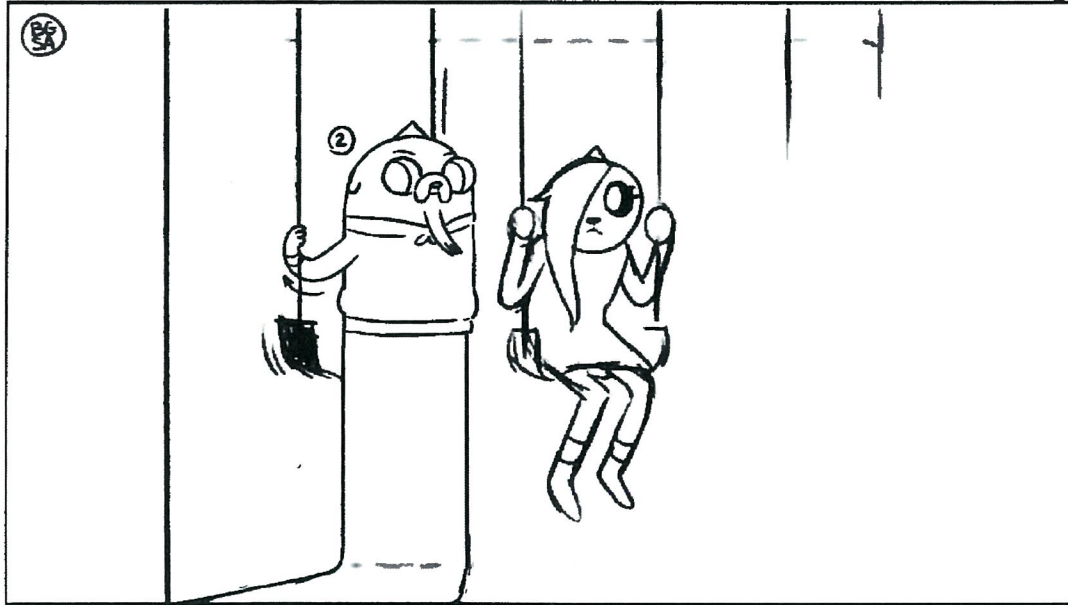
Production :

ADVENTURE TIME

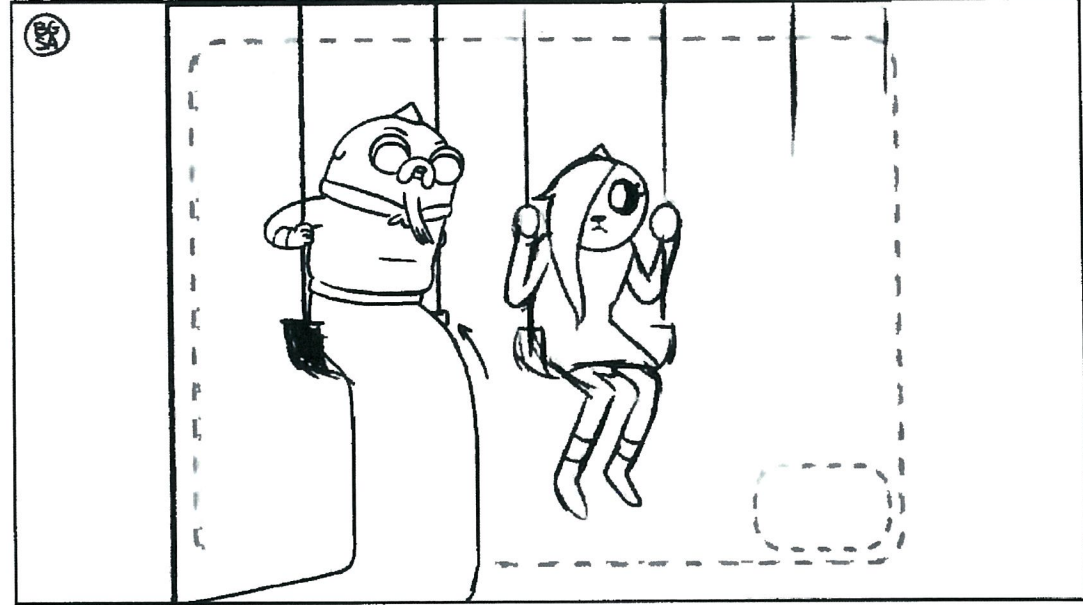


Page 269
269A NEXT

Sc. 153 *cont* Pnl. C Bg. day night



Sc. 153 *cont* Pnl. D Bg. day night



Dialog:	
Action:	
Timing:	

MAR 16 2016

EPISODE #

Production :

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1042 245

1042 245

1042 245

ADVENTURE TIME



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Sc. 153 *cont*

Pnl. E

Bg.

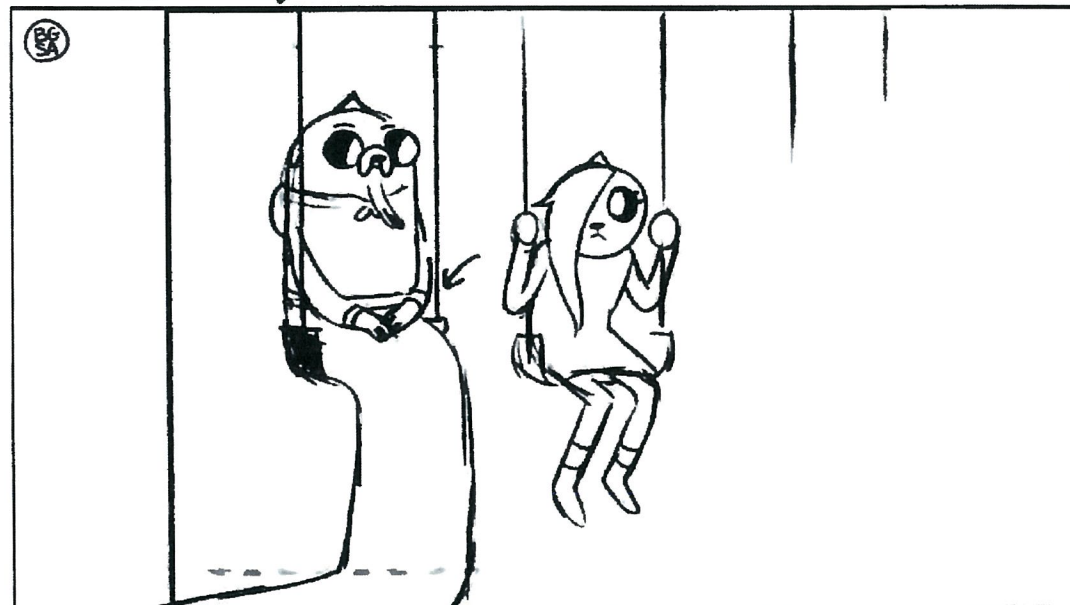
day night

Sc. 153 *cont*

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

MAR 16 2016

Production :

EPISODE #

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1042 245

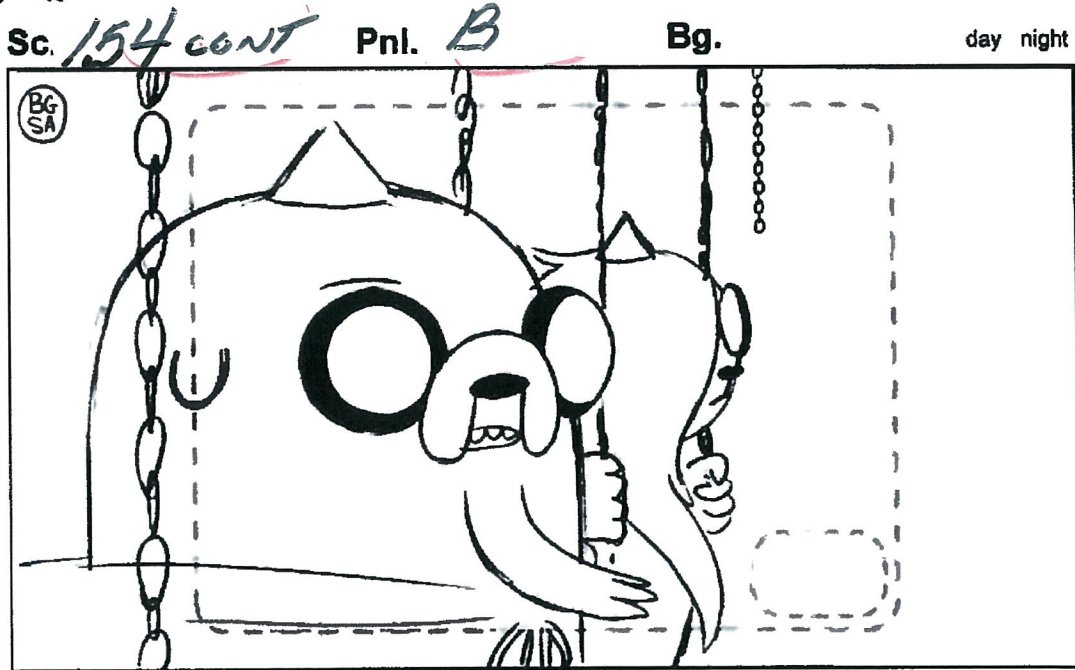
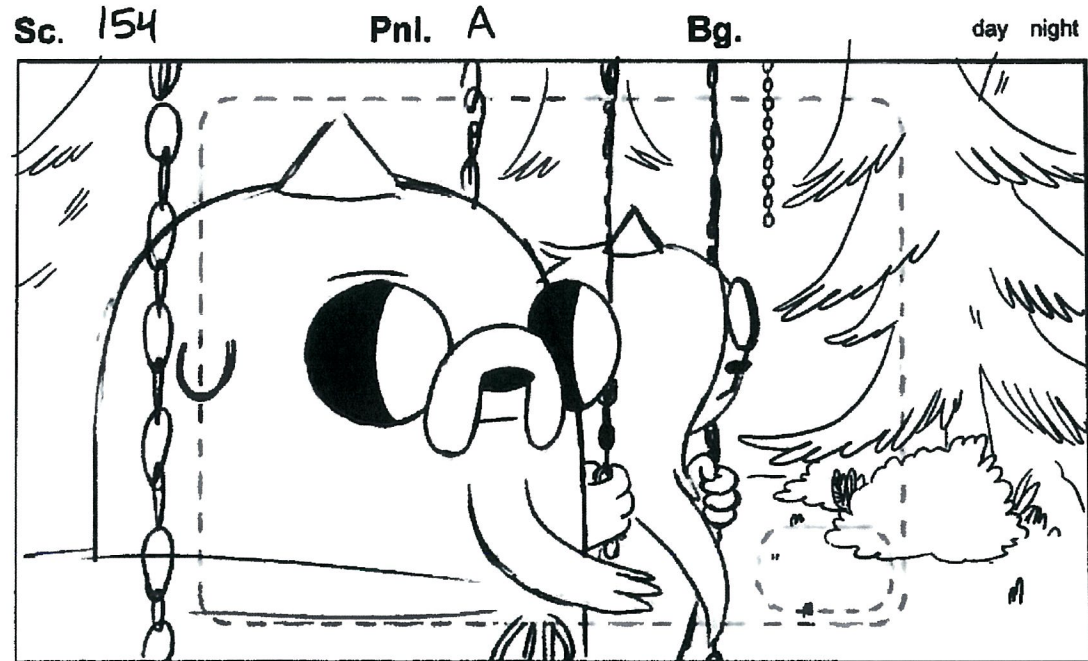
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ADVENTURE TIME



NO SALES

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Dialog:	(KRW) LOOK, I CAN SEE THAT SKATING IS IMPORTANT To You. And you seem very talented at it.
Action:	
Timing:	MAR 16 2016

EPISODE # 1042-245
Production : 1042 245

ADVENTURE TIME



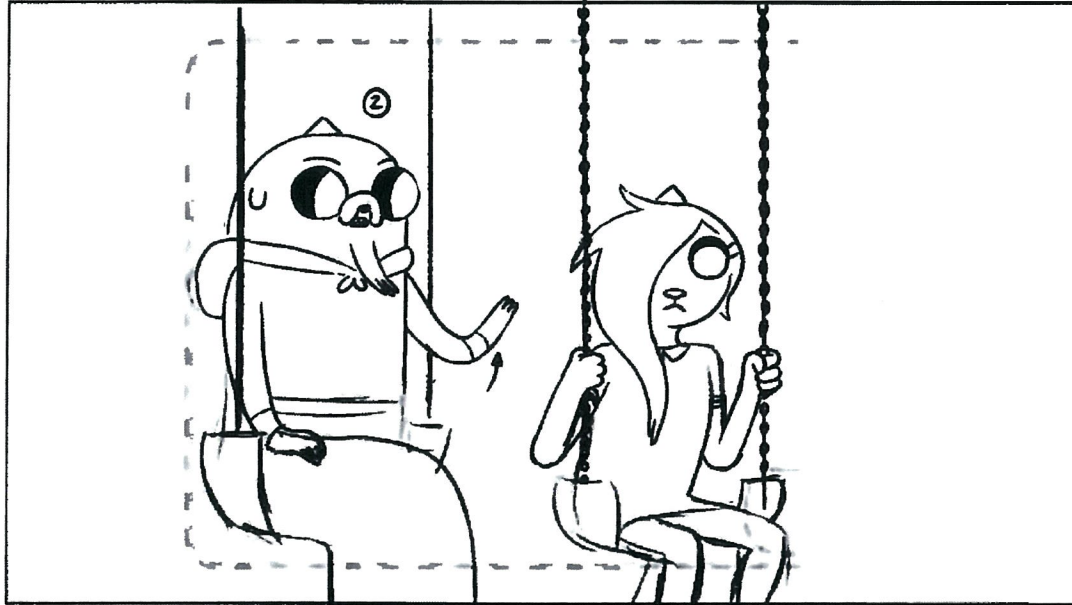
Page 271

Sc. 156

Pnl. A

Bg.

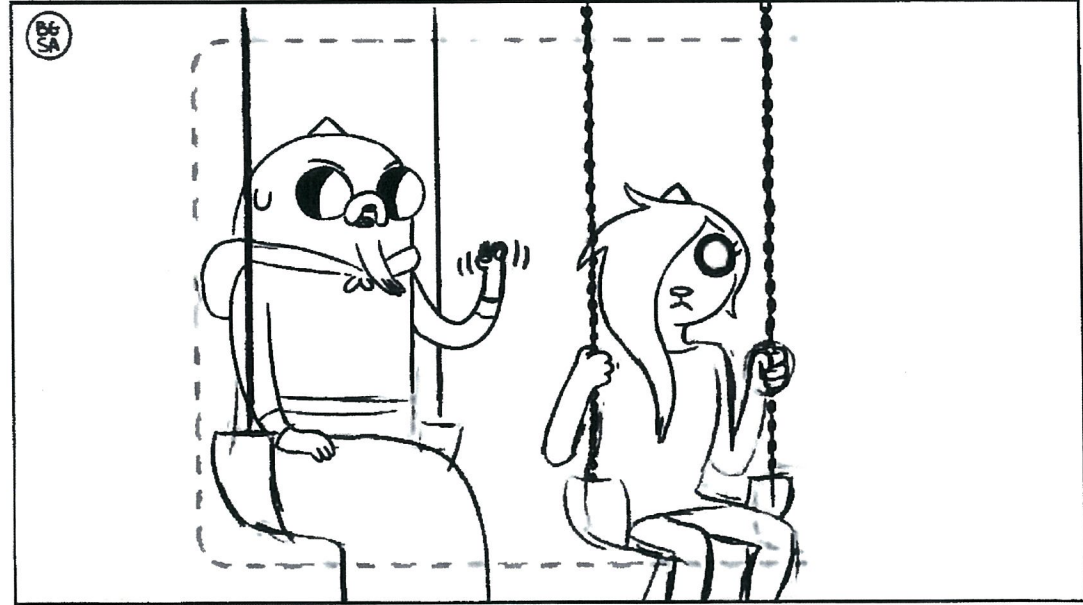
day night



Sc. 156 *cont* Pnl. B

Bg.

day night



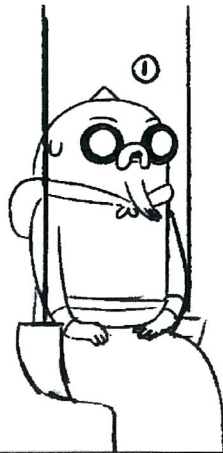
Dialog:

(KKW) BUT WORD OF ADVICE. . .
IF YOU'RE GONNA SKATE,

(KKW) GET PAID!

Action:

Timing:



MAR 16 2016

EPISODE # 1042-245

Production :

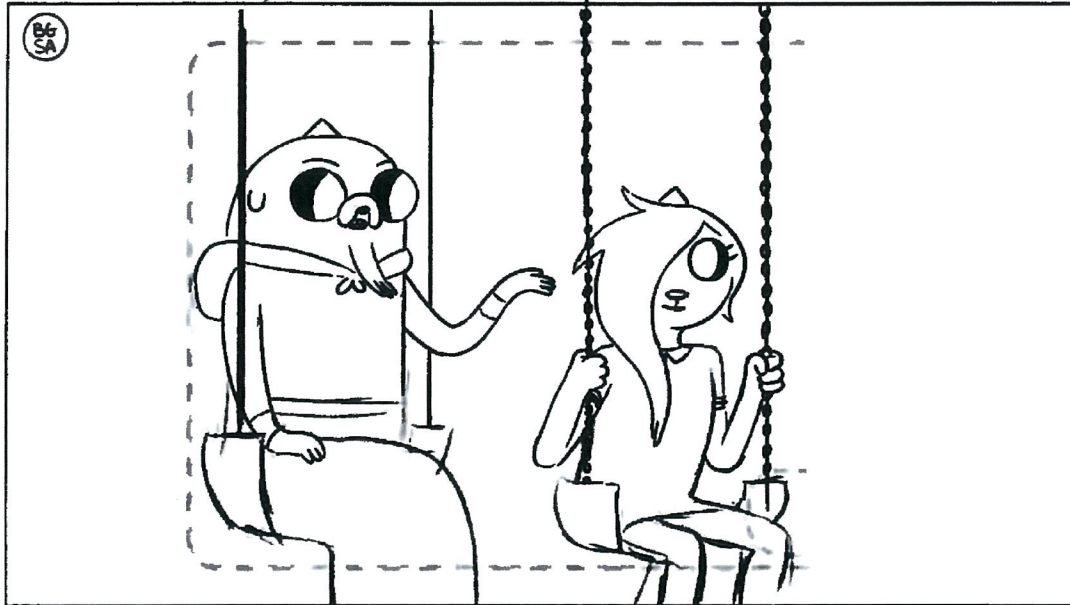
1042 245

ADVENTURE TIME

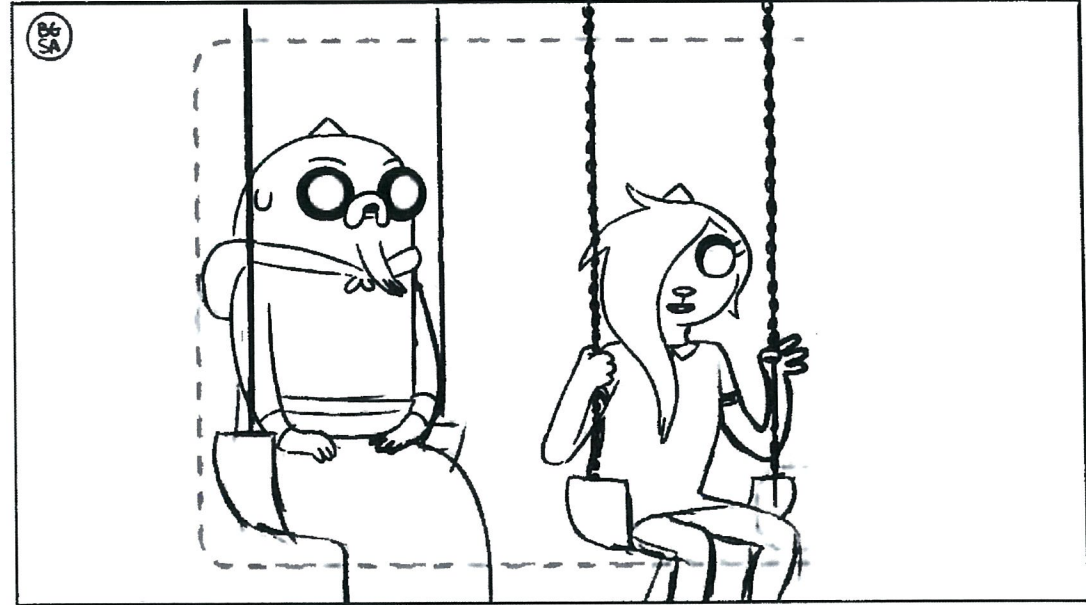


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Sc. 156 *cont* Pnl. C Bg. day night



Sc. 156 *cont* Pnl. D Bg. day night



Dialog:

(KKW) LET'S GET YOU SOME ENDORSEMENTS!

(B) YEAH, OK...

Action:

MAR 16 2016

Timing:

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Production :

1042 245

ADVENTURE TIME



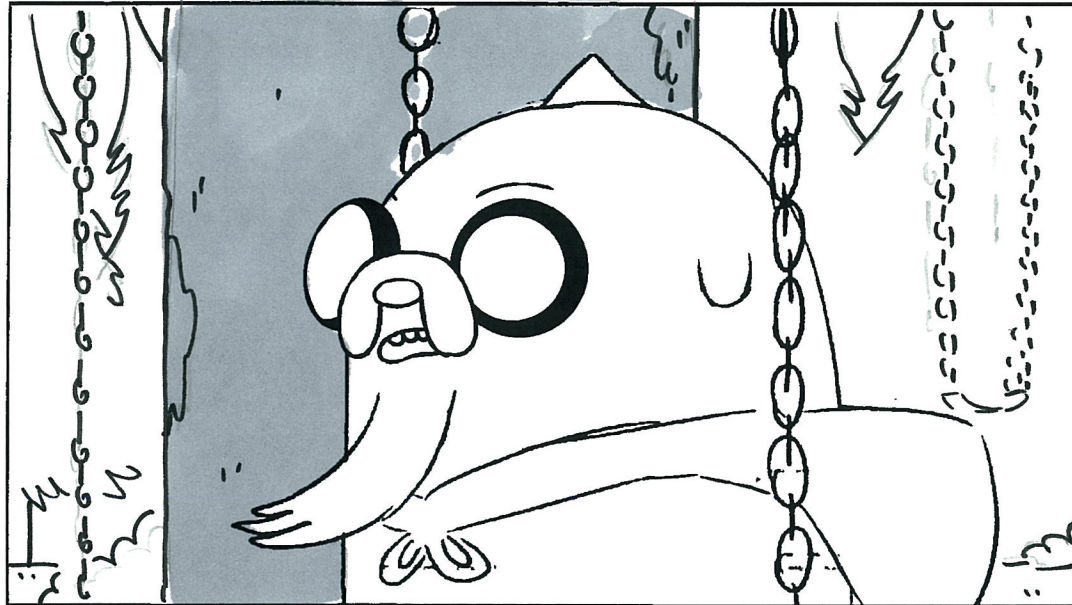
Page 273

Sc. 157

Pnl. A

Bg.

day night

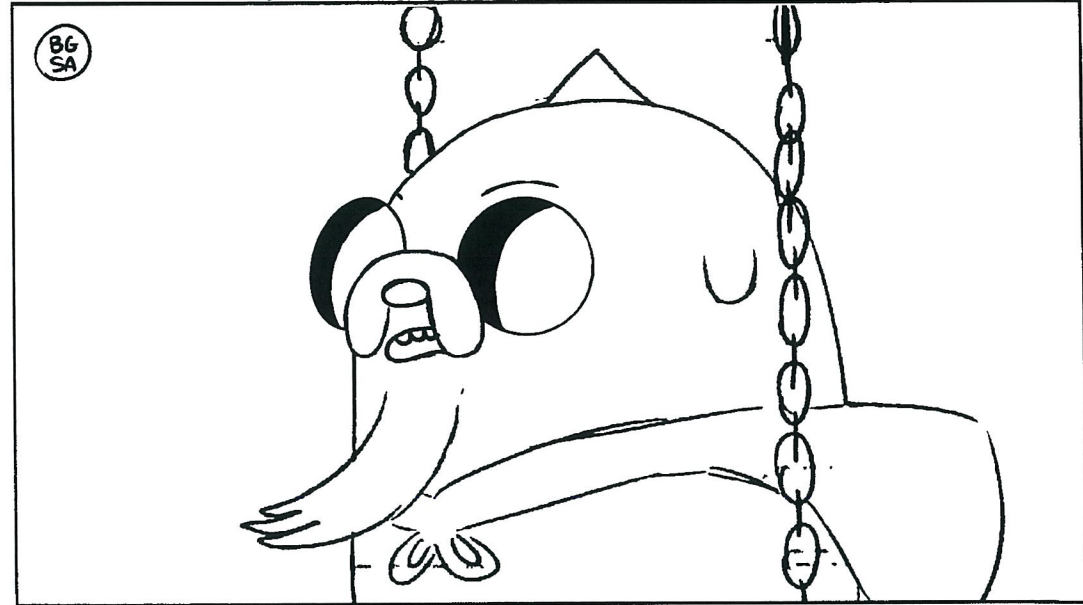


Sc. 157 *cont*

Pnl. B

Bg.

day night



Dialog:

(KKW) BUT. YOU'RE STILL GOING TO HAVE
TO PULL IT TOGETHER

(KKW) IN SCHOOL.

Action:

MAR 16 2016

Timing:

1042-245

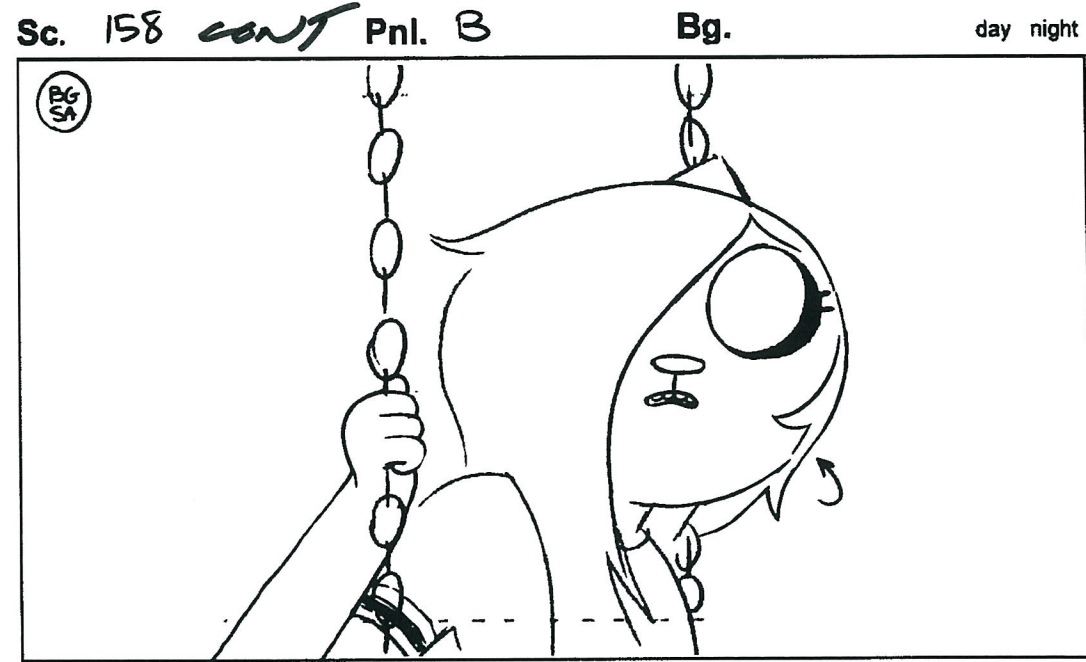
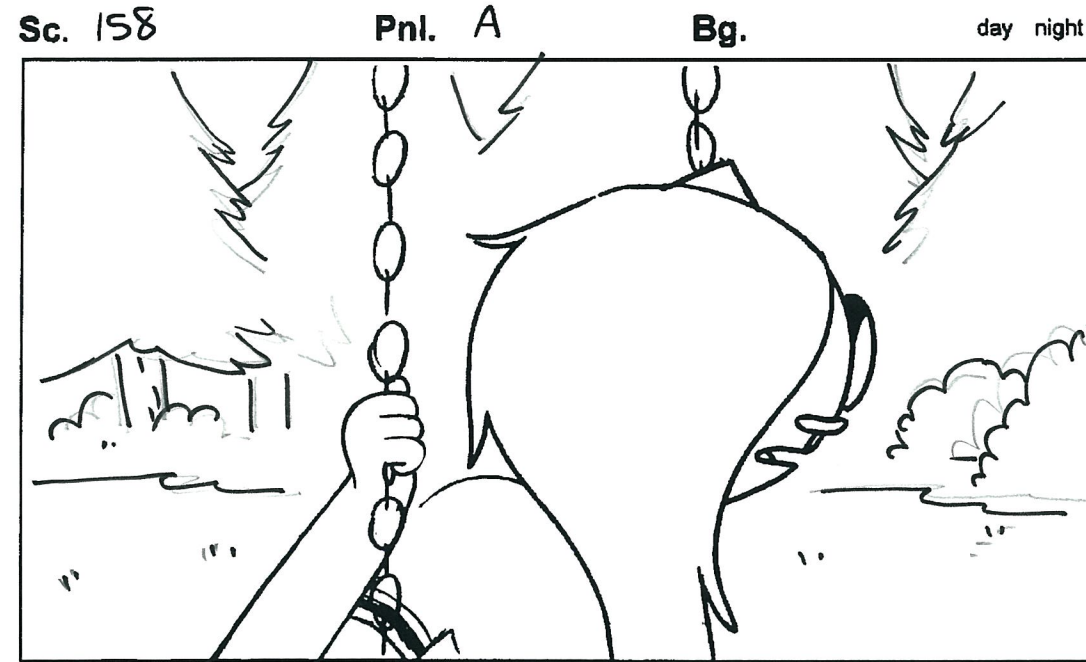
EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME



Dialog:

(B) OK, I DID GET CARRIED AWAY

(B) IM SORRY

Action:

Timing:

MAR 16 2016

EPISODE # 1042-245

1042 245

Production :

ADVENTURE TIME



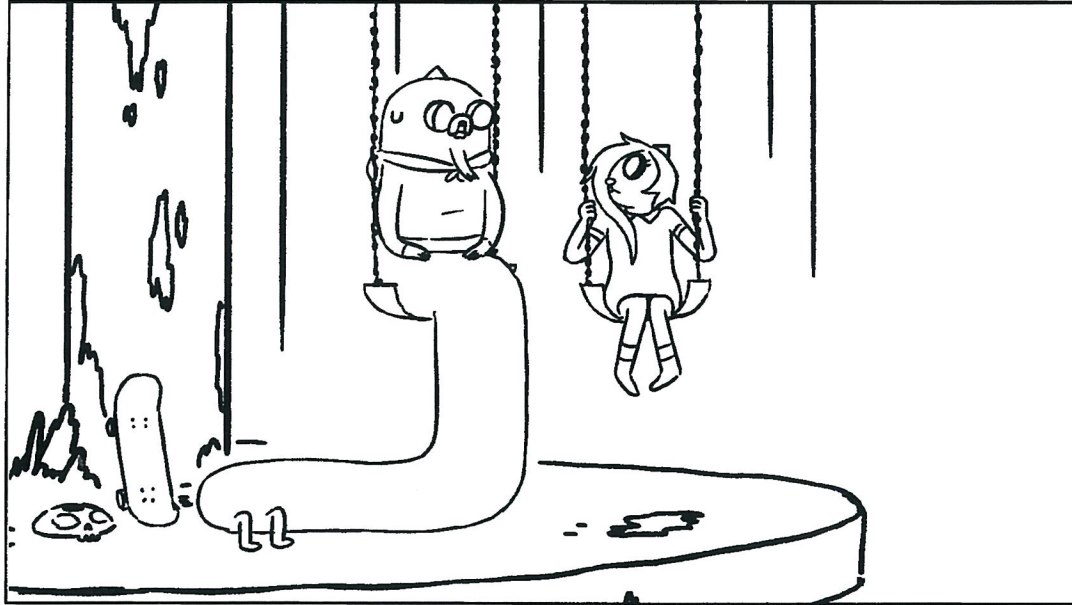
Page 275

Sc. 159

Pnl. A

Bg.

day night

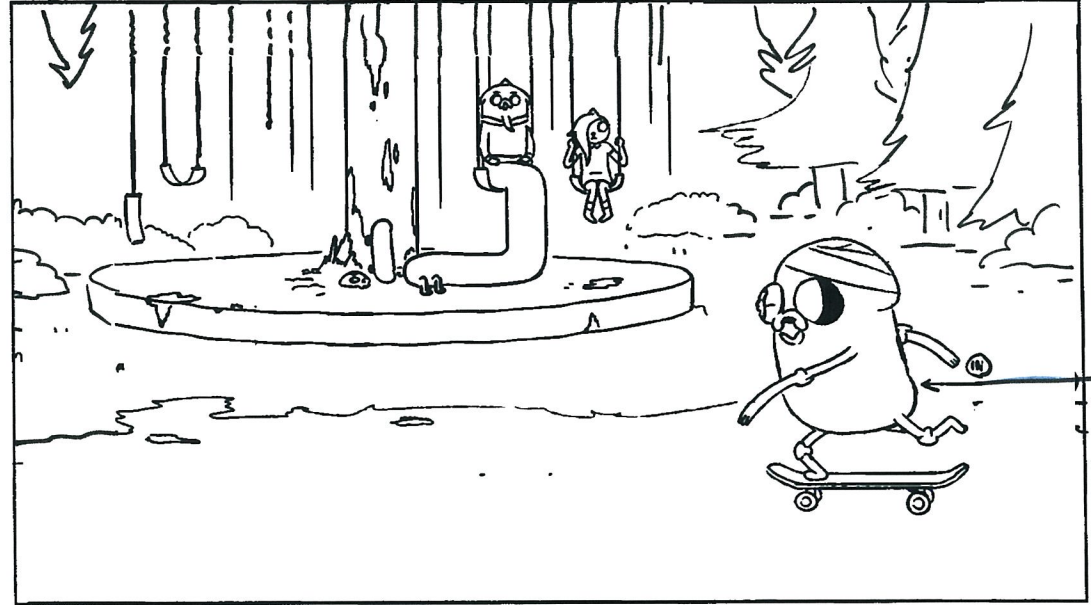


Sc. 160

Pnl. A

Bg.

day night



Dialog:

(KKW)

I'M SORRY, TOO. I SHOULD HAVE JUST COME TO
TO YOU MY SELF ...

(KKW)

INSTEAD OF SENDING -

Action:

Timing:



MAR 16 2016

EPISODE #

1042-245

1042 245

Production :

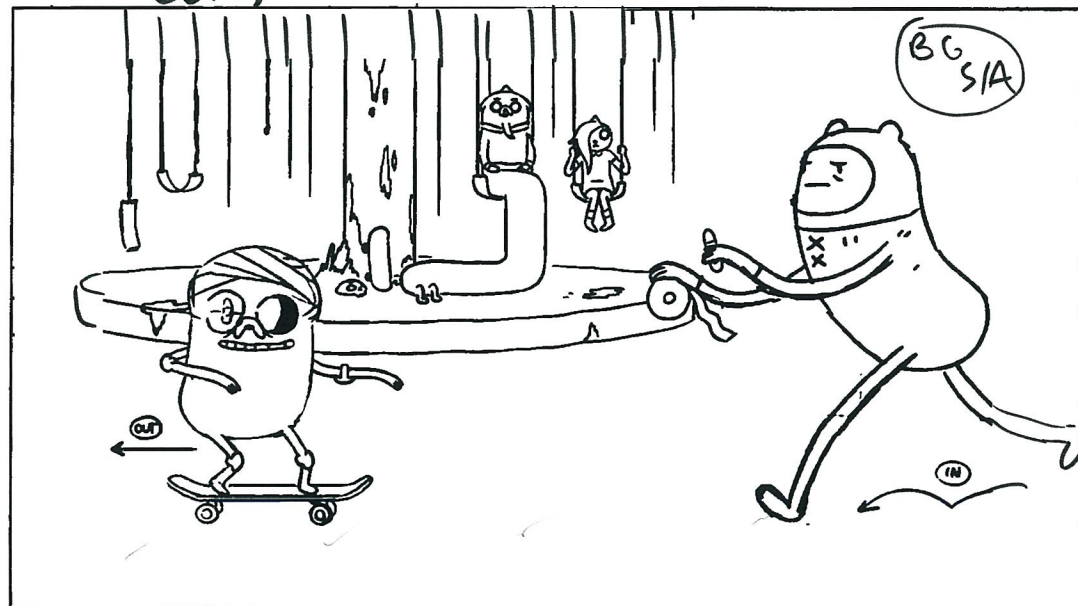
1042 245

ADVENTURE TIME

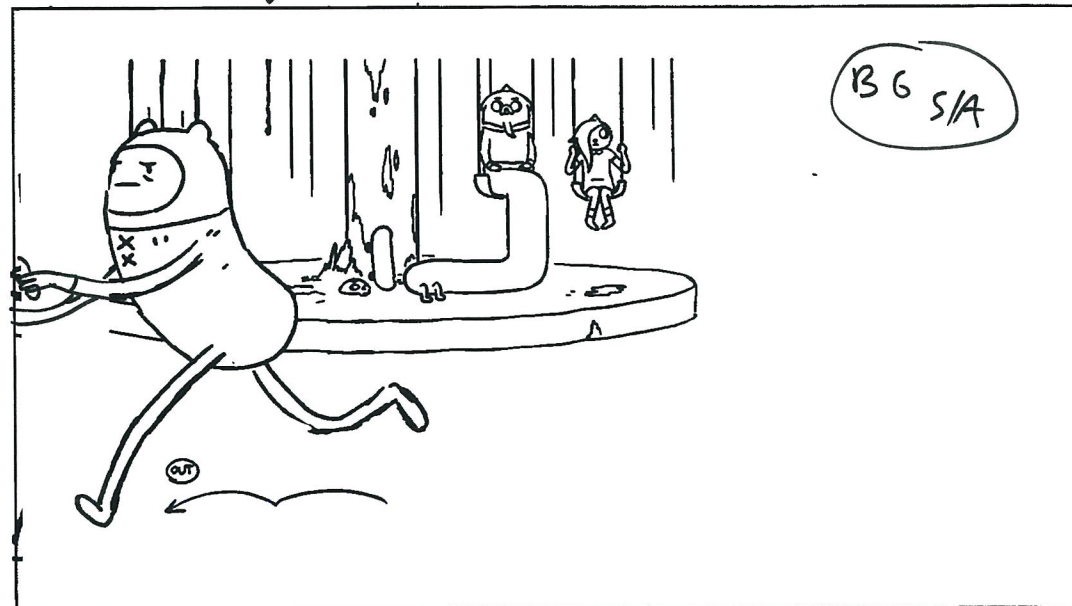


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Sc. 160 *CONT* Pnl. B Bg. day night



Sc. 160 *CONT* Pnl. C Bg. day night



Dialog:

(KKW) (CONT.) - YOUR COOL GRANDFATHER

Action:

- FINN WEARILY CHASES AFTER JAKE

Timing:

MAR 1 & 2016

EPISODE # 1042-245

1042 245

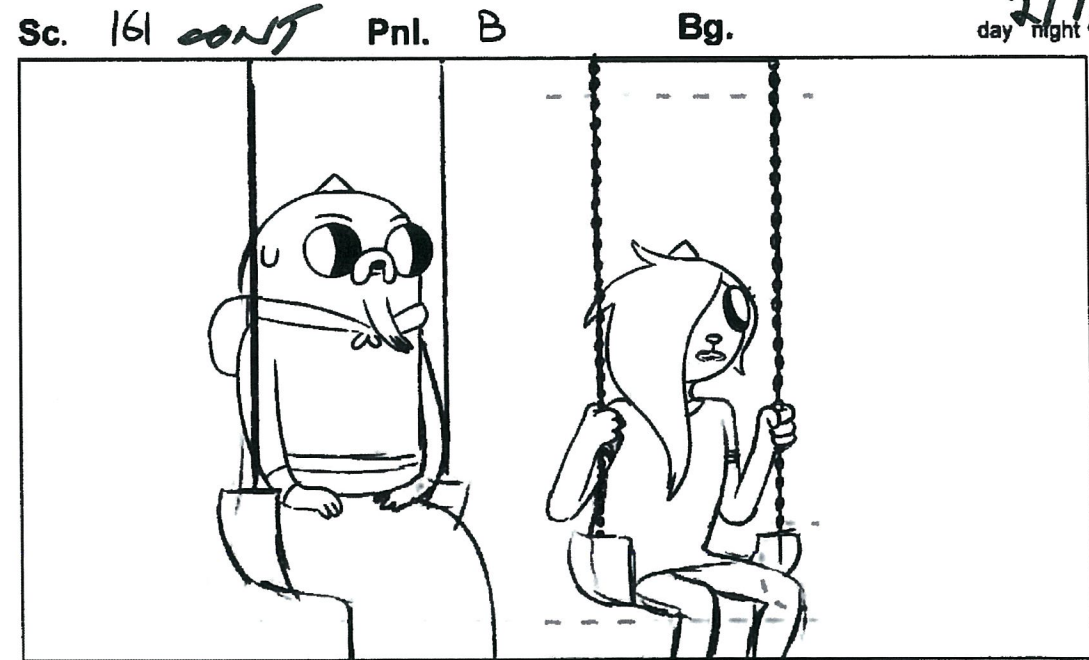
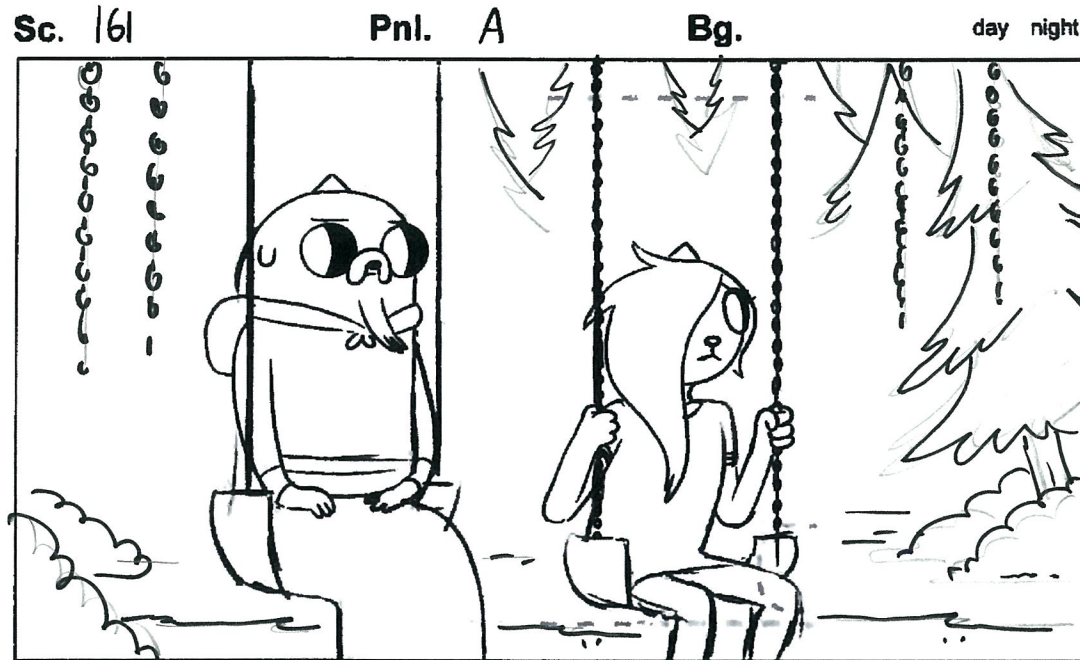
Production :

1042 245

ADVENTURE TIME



Page 277
~~277~~ **A NEXT**
 day night



Dialog:	<p>(KKW) I JUST THOUGHT YOU WOULDN'T LISTEN TO A SQUIRE LIKE ME.</p> <p>(B) NAH, I MEAN —</p>
Action:	<p>- BOTH WATCHING JAKE</p> <p>MAR 16 2011</p>
Timing:	

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1042 245

Production :

1042 245

1042 245

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ADVENTURE TIME



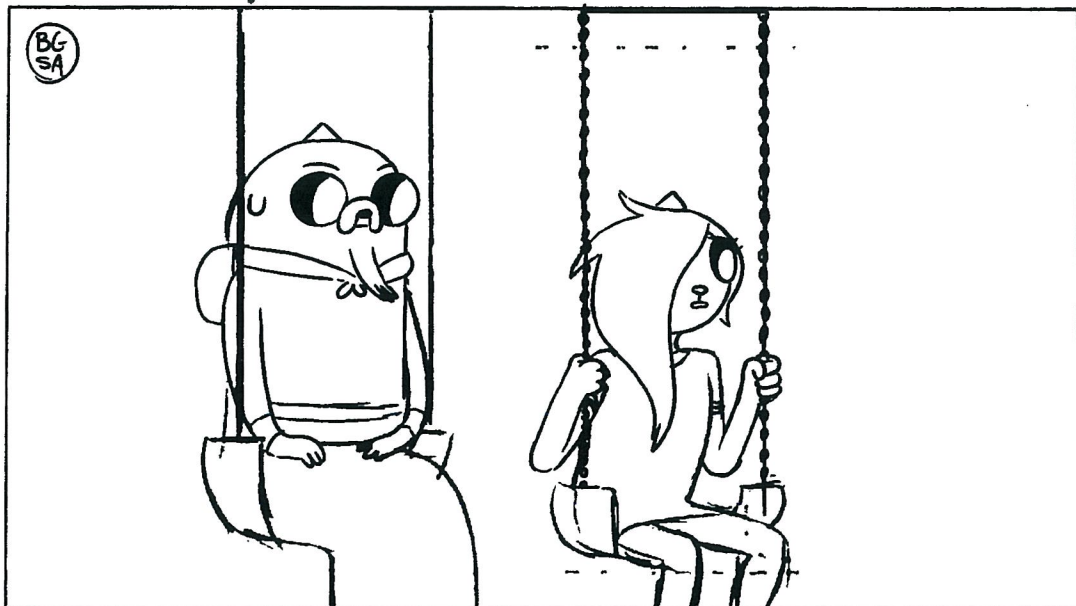
Page 277A
278 NAT
day night

Sc. 161 *cont*

Pnl. C

Bg.

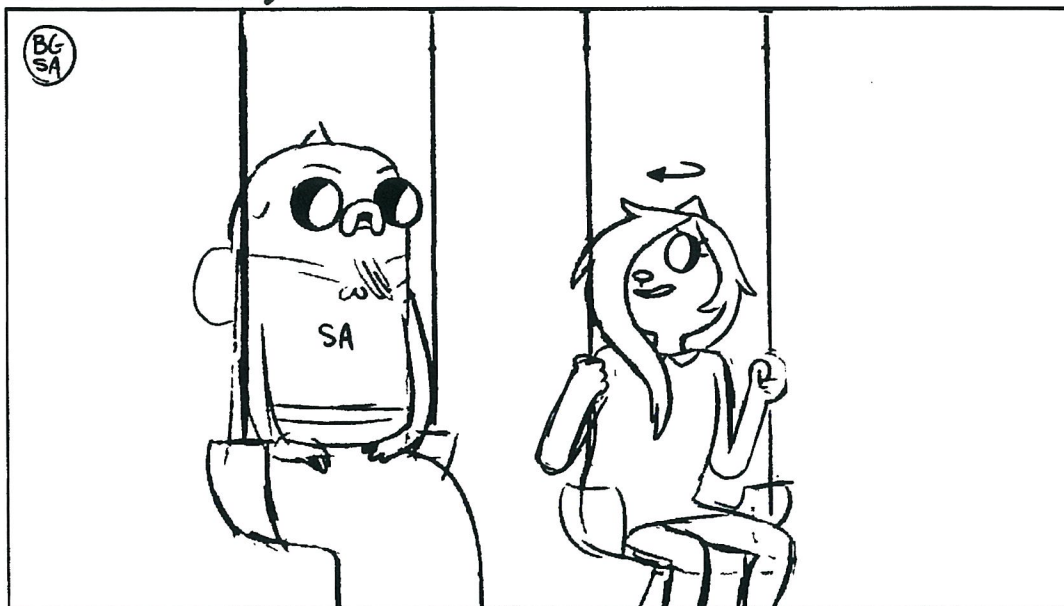
day night



Sc. 161 *cont*

Pnl. D

Bg.



Dialog:

(B) — YOU'RE NOT COOL ...

(B) (CONT.) BUT YOUR NOT UNCOOL.

Action:

MAR 16 2016

Timing:

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Production :

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ADVENTURE TIME

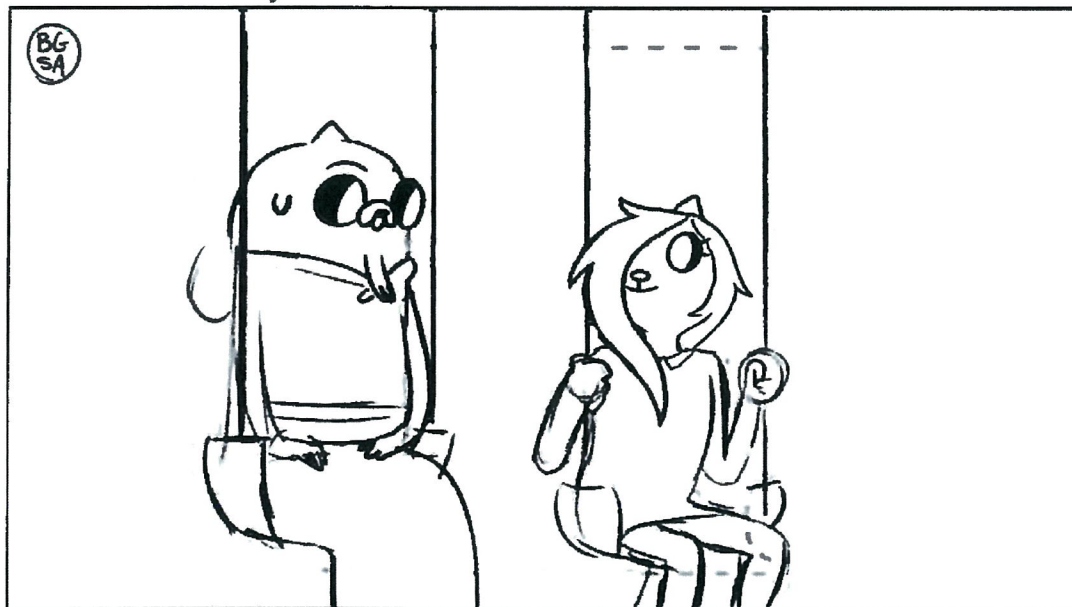


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Sc. 161 *CONT* Pnl. E

Bg.

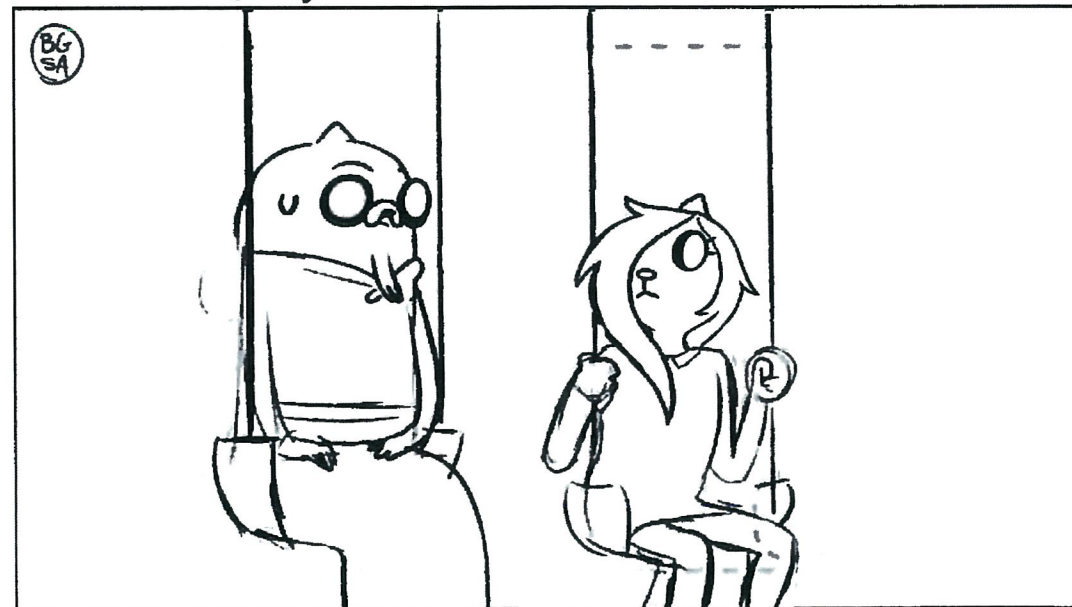
day night



Sc. 161 *CONT* Pnl. F

Bg.

day night



Dialog:

Ⓟ (ols) Kim Kil Wan, Bronwyn!

Action:

SMILES.

MAR 16 2016

Timing:

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EPISODE #

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Production :

1042 245

ADVENTURE TIME



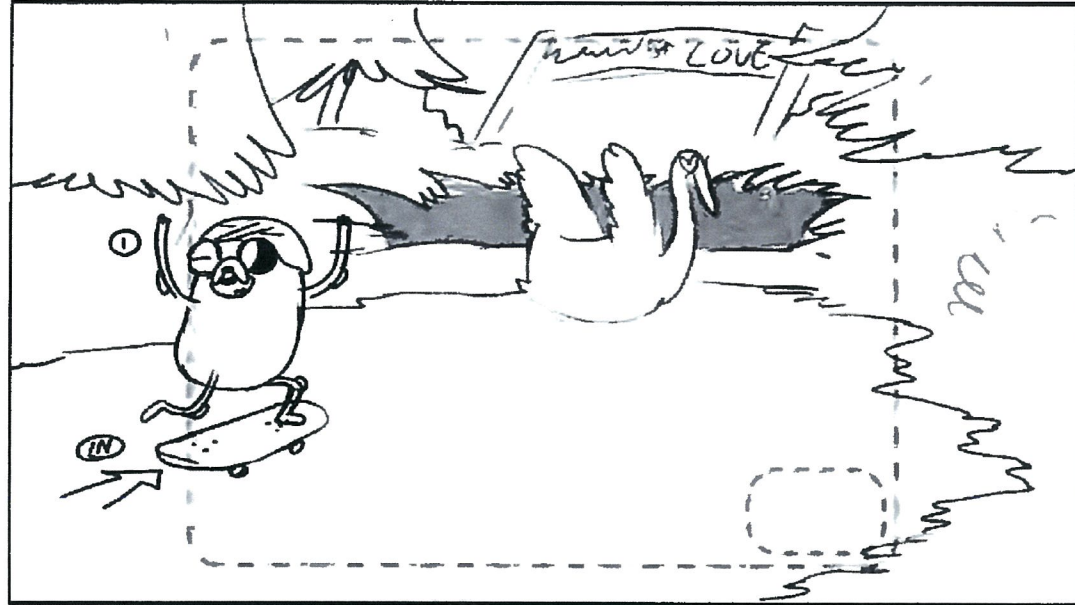
Page 279

Sc. 162

Pnl. A

Bg.

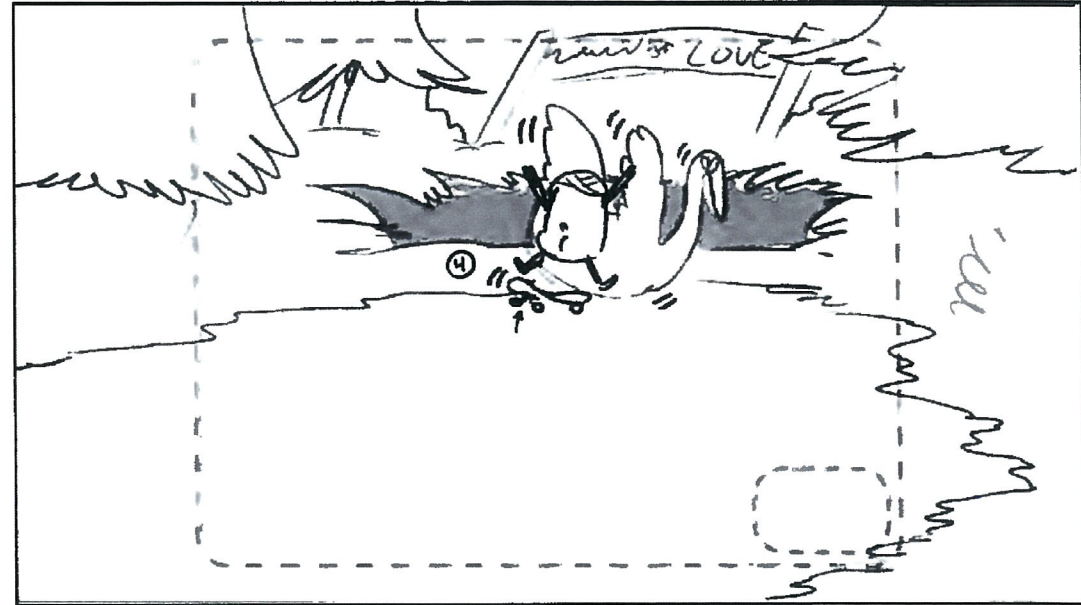
day night



Sc. 162 cont Pnl. B

Bg.

day night



Dialog:

① Look at me

④ SFX CLONGK.

⑤ GUH!

Action:

-J. RIDES
ON J.



-J. RUNS INTO SWAN

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME

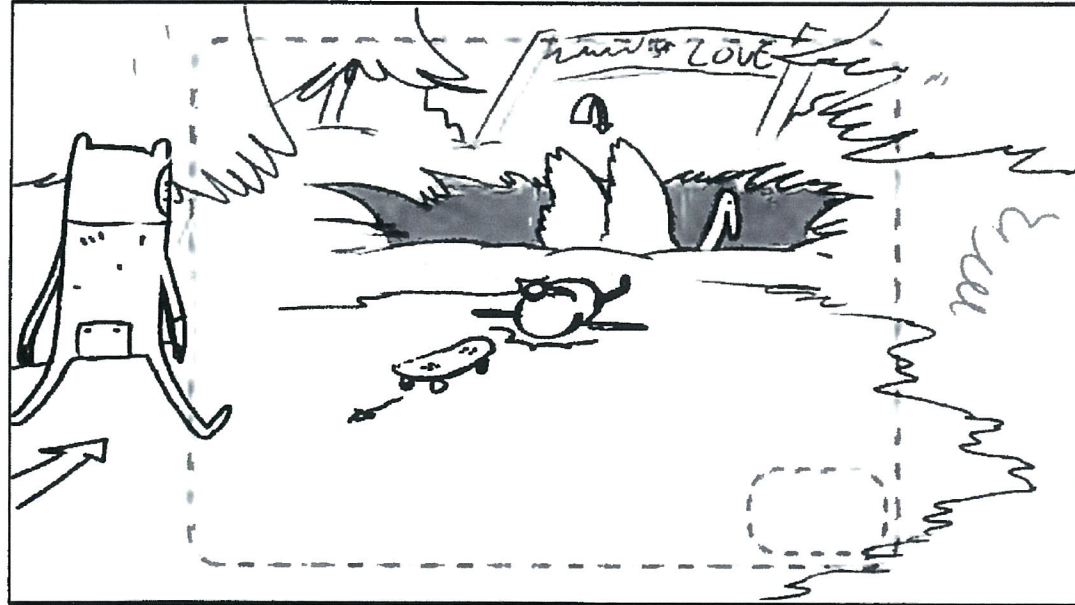


Page 280

Sc. 162 cont Pnl. C

Bg.

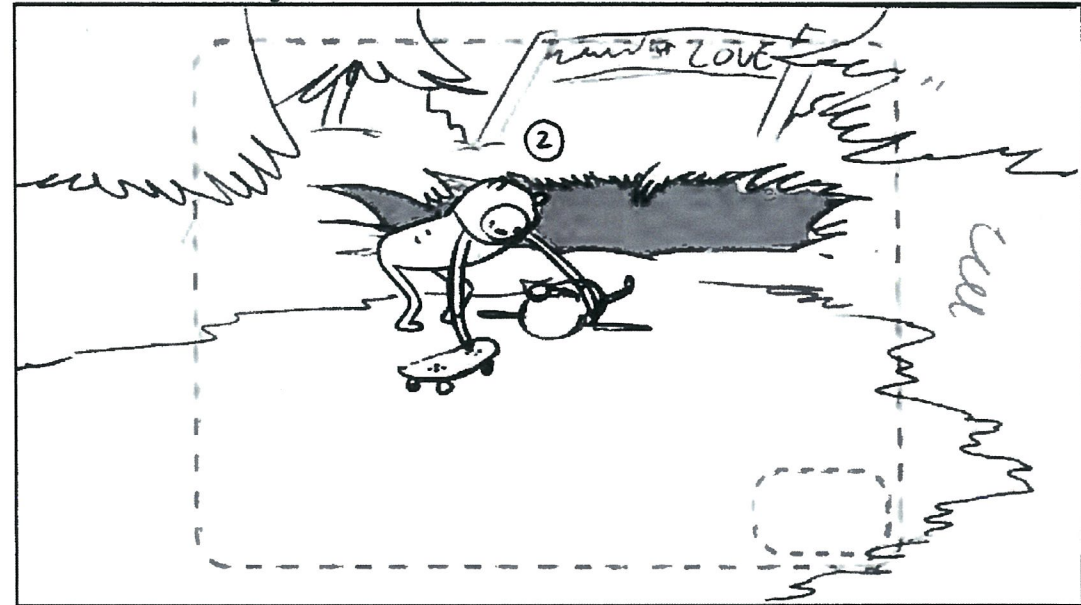
day night



Sc. 162 cont Pnl. D

Bg.

day night



Dialog:

SFX: *WHOOSH*

Action:

-SWAN FALLS INTO PIT.

Timing:



② TIME TO GO HOME

MAR 1 & 2016

EPISODE #

1042-245

Production :

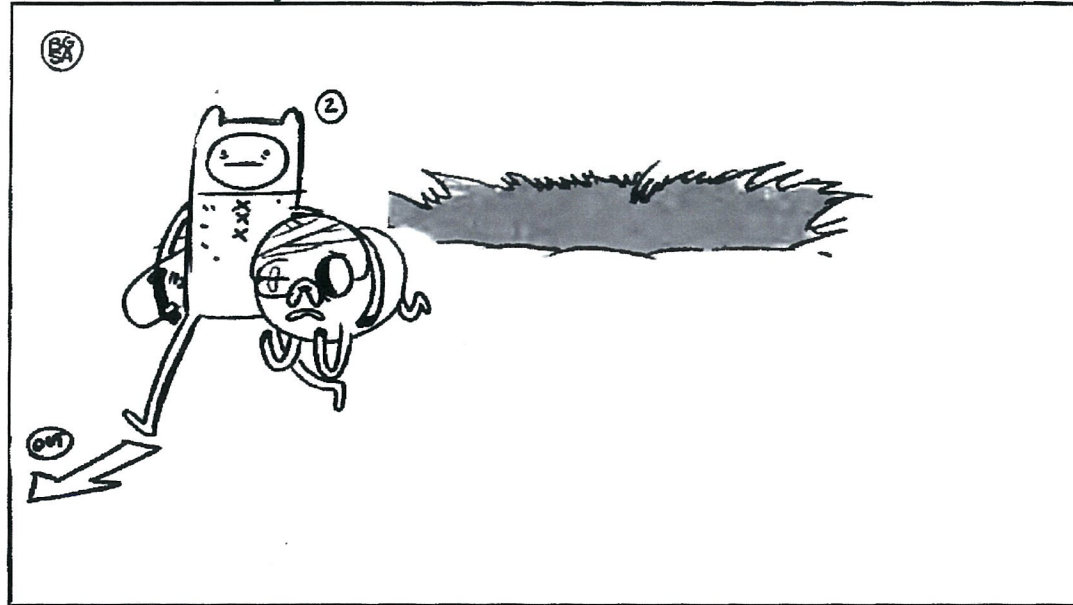
1042 245

ADVENTURE TIME

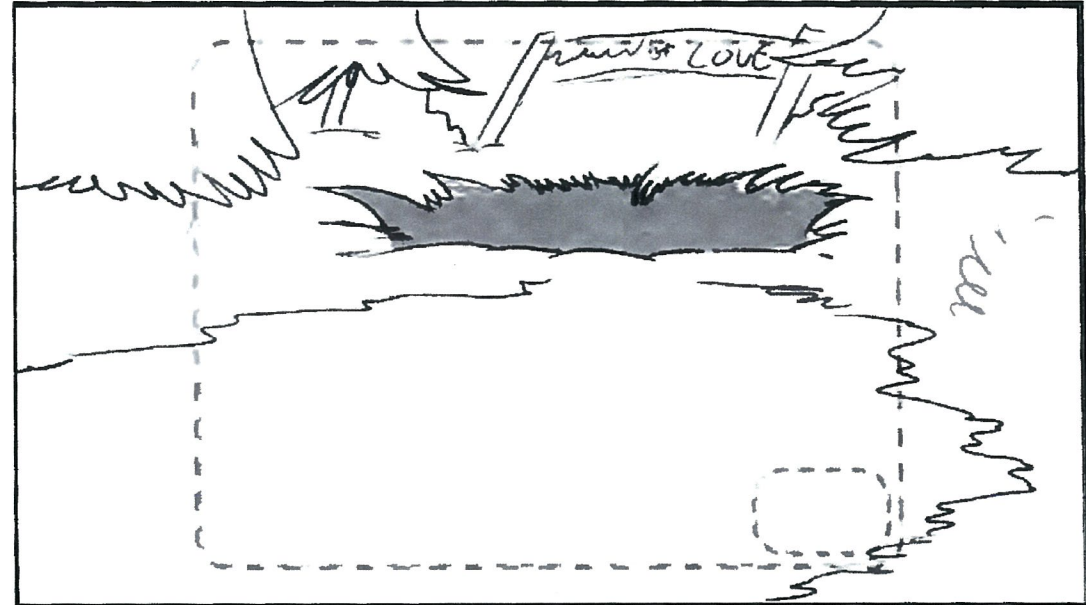


Page 281

Sc. 162 *cont* Pnl. E Bg. day night



Sc. 162 *cont* Pnl. F Bg. day night



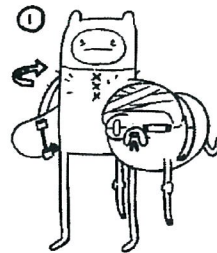
Dialog:

(J) NOT THE SWAN ...

Action:

- F WALKS OFF/S.

Timing:



(J) (O.S) THAT'S WHERE THE PUPS CAME FROM, ...

MAR 16 2016

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Production :

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